Welcome to Mega-City One, a city of over four hundred million people, every one of them a potential criminal. Stretching the length of the 22nd century American eastern seaboard, Mega-City One is the most dangerous city on Earth, for it is calculated that one serious crime takes place every second of every day. So dangerous, it demands a special breed of law enforcer. Here, there are no police, no trials and no juries – only the judges. It takes fifteen years to train a judge for life on the streets of Mega-City One. Fifteen years of iron discipline, rigid self-control and concentrated aggression. Toughest of all judges is Joe Dredd, a man vested with the power of instant justice, a man whose court is the streets and whose word is the Law!

The Judge Dredd role-playing game allows players to take the role of either judges patrolling the streets in a desperate attempt to maintain Law and order, or as perps; lawbreakers determined to buck the authority of the judges and set up their own criminal organisations. By playing the Judge Dredd role-playing game, you can create a character who lives both in the sprawling megalopolis of Mega-City One as well as in your own imagination and that of your friends. One player will take the role of the Games Master (GM), controlling the people and robots who dwell within the city, whilst the other players will be either judges keeping the peace or perps attempting to destroy it. The GM sets Mega-City One before the other players, allowing them to explore its immense sky-scraping blocks, fast-paced Meg-Ways and deadly Undercity.

What You Need To Play

To begin playing the Judge Dredd role-playing game, all you need is the following:

- One or more friends to begin playing with and exploring Mega-City One.
- A character sheet, photocopied from this book or downloaded freely from our web site.
- A pencil, eraser and spare paper.
- A full set of dice, including four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20).
- A copy of *The Player's Handbook*, Third Edition, available from Wizards of the Coast.

The Judge Dredd Rulebook

This book will give you everything you need to create and play characters within Mega-City One, as well as give the GM enough information to accurately portray the city. The following chapters can be found within this book:

Chapter 1 – Characters in Mega-City One: A complete guide to creating characters for use in the game, from disgruntled citizens and perps, to the powerful judges who enforce the system of Law.

Chapter 2 – Skills: A complete breakdown of all the skills featured in the Judge Dredd game, allowing a character to specialise in a number of different areas of expertise.

Chapter 3 – Feats: Feats are special talents that may be acquired over time, permitting a player to truly customise his character.

Chapter 4 – Equipment: There is a huge range of equipment and weapons available in Mega-City One, even those that are technically illegal, if you know where to look. This chapter fully details all types of equipment that a character may own and use in the Judge Dredd game.

Chapter 5 – Combat: Full rules for engaging in combat are covered in this chapter, allowing a character to face an enemy with his fists, a rifle, an H-Wagon or even a Manta Prowl Tank.

Chapter 6 – Vehicles and Robots: Detailing everything from block buggies and common servo droids to immense strato-cruisers and highly advanced assassin robots, this chapter introduces you to all the vehicles and droids present within Mega-City One and provides rules for their use in the game.

Chapter 7 – Psi-Talent: The highly talented psi-judges and a very few perps are skilled in the use of psychic powers. The rules for using them are covered here.

Chapter 8 – The Justice Department: This chapter contains everything a judge needs to know about taking the Law onto the streets of Mega-City One. Detailing everything from his daily life, sentencing, back-up units and promotions, it is required reading for every player.

Chapter 9 – Life on the Streets: Citizens and perps gain little of the advantages in training and equipment that every judge takes for granted but this chapter evens the odds, allowing players to start their own street gang or specialise themselves with new skills and talents.

Chapter 10 – A Tour of the City: This chapter takes players on a detailed tour of Mega-City One.

Chapter 11 – Creeps: A collection of the many nasty beings that may be encountered in Mega-City One, from human criminals, through to alien scum and mutated vermin from the Cursed Earth.

Chapter 12 – Campaigns in Mega-City One: Judge Dredd is a science fiction setting like no other and GMs will benefit from the information given in this chapter, allowing them to run truly unique campaigns.

New to Judge Dredd?

You are in for a real treat! Coming straight from the pages of 2000AD, the comic-strip hero Judge Dredd lives in Mega-City One, a megalopolis of immense proportions. There are few science fiction settings that have been as richly detailed throughout the years as this and players now have the opportunity to explore the entire world of 2124.

If you have never encountered Judge Dredd before, you are encouraged to start reading Welcome to Mega-City One, starting on p9, followed by Chapter 10, before commencing with the main rules. This will give you a good grounding in all the eccentricities that make up the darkly humorous setting of Judge Dredd. From there, go on to Chapter 1 and start creating some judge characters to begin play with. In many ways, judges are the easiest characters with which to begin playing this game, as they are rigid enforcers of the Law and always have the immense Justice Department to fall back upon if things go wrong or they require further information. In addition, they are rarely left to their own devices and are instead assigned missions and patrols that will dictate where the players go without risking them getting 'lost' in the gigantic city.

Citizen characters tend to have a great many options available to them and are also a little disadvantaged when compared to judges (at least, to begin with) and so are usually best left until both players and GM are familiar with Mega-City One.

From here, GMs can utilise the information in Chapter 12 to create further adventures and missions for their players, gradually introducing new elements of the city into games, straight from the comic strips of 2000AD.

New to the d20 System?

It is likely that many of you know a great deal about Judge Dredd and are eager to begin exploring Mega-City One but are a little daunted by both this rulebook and *The Player's Handbook*, available from Wizards of the Coast. The golden rule is do not panic! You certainly do not need to read through both books in their entirety before you can begin play.

To play the Judge Dredd role-playing game, all you need to review in *The Player's Handbook* are the following sections:

Character Creation Basics.
Chapter 1 – Abilities.
Chapter 3 – Classes up to Barbarian.
Chapter 4 – Skills up to Skill Descriptions.
Chapter 5 – Feats up to Feat Descriptions.
Chapter 8 – Combat, safely ignoring any references to magic.

After reading just 40-odd pages, you will now know everything you need to about the d20 System that forms the core of Judge Dredd! There will be times when you need to refer back to *The Player's Handbook* during character generation and play but these are all clearly indicated within this rulebook.

You will now be prepared to start rolling up either judge or citizen characters, using the rules in Chapter 1.

The basic rule to remember is that any check made in the d20 System, whether it is a Search check to turn over a citizen's apartment or a ranged attack roll made to fire a Lawgiver, is made by rolling one twenty sided dice and adding the appropriate modifier found on your character sheet. For Search checks, you simply add your Search skill bonus. For ranged attack rolls, you add your Dexterity modifier and so on. The total of this roll is made against a target number, usually called a Difficulty Class (DC). If the total of the roll equals or exceeds this number, your character has succeeded in the action being attempted.

That, in a nutshell, is what the d20 System is all about.

Veteran Players

For those of you familiar with the d20 System, we have made some small changes to the core rules found in *The Player's Handbook* in order to better reflect the fast paced combat common in Mega-City One. The big change is that there is no Armour Class in Judge Dredd. Instead, all characters have a Defence Value (DV), which is calculated as follows:

Defence Value = 10 + total Reflex save bonus + size modifier

Attack rolls are made as normal against the Defence Value of a target but armour now grants Damage Reduction, rather than making a character harder to hit.

In addition to this, players may now make called shots, taking a penalty on attack rolls for specifically aiming at an enemy's head, leg or other body part.

Rules for using vehicles are also provided, enabling players to weave in and out of busy traffic, either pursuing perps or fleeing from judges. Vehicle combat, aside from some extra modifiers for speed, takes place in the same way as for characters, with attack rolls being made against a Defence Value, Damage Reduction being taken into account for a vehicle's armoured plating and the resulting damage being deducted from hit points. A vehicle's movement, however, is a little different, with players being able to attempt all sorts of manoeuvres, from simple hard turns, to jumps and vicious sideswipes.

You will notice that judge characters are very well equipped compared to those in other d20 System-based games. This is entirely deliberate and you will note that scenarios we publish for judge characters tend to be very tough indeed. However, citizen characters have their own advantages and tend to be far more flexible than the judges, especially at higher levels, where they have free access to prestige classes and stunning amounts of firepower. In the end, it all balances out though we do not recommend you try to run mixed groups of citizens and judges, at least at low levels of play.

We will now start with a brief look at the place Judge Dredd calls home – welcome to Mega-City One!

Mega-City One was established in 2032 on the American eastern seaboard, centred around New York City. It was the first true megalopolis, originally designed to accommodate 350 million American citizens. By 2090, the population had swollen to 800 million and the city itself extended from Boston to Florida until the Apocalypse War of 2104 destroyed over half of Mega-City One. By 2124, the effects of the Apocalypse War are still being felt, combined with a series of other disasters over the last two decades which prevented the population from exceeding 400 million. Left with a physical capacity for 200 million and having to endure a very slow rebuilding program, the citizens are packed unbearably tightly together.

As crowded as the city may be, most citizens are grateful for the security that it provides them. The world beyond the plasteen walls remains contaminated from the Atom War, the mainland surrounding Mega-City One so badly damaged by radioactive fallout and bomb craters that it is nicknamed the Cursed Earth. Mutant tribes and strange creatures roam these wastes, hunting for easy prey. East of the city is the Black Atlantic Ocean, so heavily polluted by toxic waste that it frequently catches fire. The City Wall protects the citizens from most dangers but sections have crumbled, allowing bands of marauding mutants into the City. The terrible dangers outside the City Wall and claustrophobic living conditions combine to provoke anti-social behaviour amongst the citizen population. Some express their unhappiness by simply shutting themselves away in their apartments and switching on the Tri-D set, pretending the world outside does not exist. Others prowl the hallways of their city blocks, arguing day and night with equally agitated neighbours. Most will, at some point, seek to dispel their frustration by turning to crime. In a city of 400 million citizens, every one a potential criminal, the judges must maintain an iron rule or risk society breaking down in a turmoil of riots, looting, murder and anarchy. The slightest danger to peace and order is ruthlessly quashed and outlawed by the judges but crime remains rampant within the city, partly because the judges have made so much illegal.

The majority of citizens live in city blocks, sharing the towering mile-high structures with an average of sixty thousand other residents. Nearly ninety percent of the total population is unemployed, thanks to advances in robot labour, and those without work are dependent on welfare payments. This means that citizens will seldom ever have the finances to move out of their overcrowded blocks for a better life unless they win the Megalotto, an unlikely occurrence at best. Some citizens – fifteen million at the last count – have packed up their belongings and taken to the roads in mo-pads, wheeled homes which never stop taxiing around the Meg-Ways. Citizens fortunate enough to have found decent employment or those who have inherited a wealth of credits can choose to live in the smaller, better built conapts or the luxy-blocks in the northern sectors. Those richer still opt to leave the city altogether and enjoy the high life in low-orbital condominiums, far above their less fortunate fellow citizens in the city itself.

Not all citizens have permanent housing, for large sections of Mega-City One remain derelict and buried under rubble from the Apocalypse War and the supernatural decomposition imposed by the Dark Judges' Necropolis. DP (Displaced Persons) Camps are sited wherever there is a shortage of decent housing and are crammed to bursting with eager tenants. On the other side of the housing system, some citizens are either so antisocial or reclusive that they refuse to live in any housing provided by the city and instead settle down among the slums of City Bottom, the lowest level of Mega-City One where sunlight is rare and mutant creatures pick off tramps and low-lives. One final section of the citizen population, known as helltrekkers, are so weary of life in the city and its many dangers that they risk all by leaving in convoys of armoured radwagons, searching for paradise in the North Territories (the Canadian Wastes) beyond the Cursed Earth. Few survive the perilous journey.

Mega-City One measures approximately 735 miles in length, 440 miles in width and is divided into six regions - MegNorth, MegWest, MegEast, MegSouth, MegCentral and the North-west Hab Zone. The latter is the only location that exists beyond the City Wall and is surrounded by rad-zones, connected to civilisation by Nuke Alley, a Meg-Way vaulted high above the seething ground.

Every region is sub-divided into sectors, with each sector assigned a number for easy identification. They spiral out from MegCentral, starting at Sector 1 and then following a clockwise pattern right up to NorthMeg and the North-west Hab Zone, ending with Sector 305. Sectors average 20 square kilometres and the largest sector is Sector 44, also known as New Manhattan, the location of the Grand Hall of Justice and many of the City's famous landmarks.

Sectors are connected by nine-and-a-half billion kilometres of roads linked to the Meg-Way arteries such as the Superslab, the gigantic Meg-Way which bisects Mega-City One from north to south. As can well be imagined, navigating the intricate road system is baffling, even for long-time residents. All vehicles are augmented with autopilot computers which give the driver information on the quickest way to reach his destination, though they are not so efficient at predicting the many kilometres long traffic jams which continually block the roads. Hover vehicles are now almost as popular as ground cars in an attempt to alleviate traffic congestion and the most common air transports are people movers such as the hoverbuses, large passenger freighters usually piloted remotely by traffic computers. Mega-City One is a city full of people constantly on the move but going nowhere.

Mega-City One is governed by the Justice Department which enforces the Law and ensures public services run smoothly. Municipal services are administered by a city council based at City Hall (Sector 44) led by the mayor who is elected every four years. Just as the Justice Department has the Macro Analysis Computer (MAC) to carry out all duties the judges do not have time or the manpower to attend to themselves, City Hall has Barney, a central records mainframe who can interact with the citizens via the MegaWeb computer network with a happy smiley face.

The biggest growth industry in Mega-City One is entertainment, absolutely essential to help the judges keep the lid on social problems such as block wars and mass suicides encapsulated by the Lemming Syndrome, a phenomenon whereby citizens throw themselves off city blocks in their hundreds for no other reason than 'it was something to do.' Tri-D (three dimensional holovision) fills the airwaves with thousands of channels both legal and pirate while advances in programme presentation such as sensurround make the viewing experience more intense and addictive. The most popular shows range from the traditional news vids (Mega-Times, Morning NewsFax, Mega-Standard) to the ever-popular quiz shows (The Density Factor, Quiz-Time, You Bet Your Life), vid-ins (Silkroy, Mega-Wide, Who Gives a Damn What You Think?), soap operas (Young Androids, Rich Creeps) and illegal channels (Vi Tonight, This Is Your Death, You've Been Deformed). Even the judges take advantage of the Tri-D scene with programmes carefully designed to encourage citizens to snitch on their neighbours (Crime Call) and give the opportunity to question the Justice Department (Face The Judge). Sports channels are supremely popular and cover not only live games from the Jetball and Blockleaping leagues but also replay past classics of sports long since departed such as Aeroball and Inferno.

Some citizens invent their own entertainment, taking to the skies dressed in bat-suits (bat gliding) or atop sleek powerboards. More adventurous citizens pile on the pounds and become professional fatties, so obese they must be supported by robo-chairs and belliwheels. The scholarly can take study courses in unemployment at juve school or, in later life, at the Meg-Tech University. The chance to stand out from the crowd draws many to become involved with short-lived crazes that boggle the mind. Surgical fads continue to resurface, a popular way to make a personal statement for uglification treatments can transform the beautiful into the beastly while extra arms and legs can be grafted onto the body, or existing organs enlarged to grotesque proportions. One fashionable craze in the past involved the implantation of alien seeds beneath the skin, germinating to cover the body with strange and carnivorous flowers. These crazes lurk at the fringes what are considered socially acceptable diversions. Many are quite benign but equally inventive, such experimenting with indoor personal weather machines, head-butting eggs into a basket or merely sitting variety of different positions throughout the day.

Beyond the homely comforts of city block life, entertainment gets bigger and better with the stress relieving activities provided by the Aggro Dome ultimate escapism of the Dream Palaces and Total Reality Encounters where any fantasy can literally true - for a price. Open air sports venues, such as the Little Bowl, draw massive crowds as do centres for the performing arts. The ladies can shop until they the towering shoplexes best represented by Mosgrove and Thung, Mega-City One's largest department Family fun means a day out at the Alien Zoo, the Funtazia theme parks or the Palais-De-Boing where little Johnny can spray himself up in a ball of the miracle plastic and bounce about to his heart's content. After the juves are tucked up in bed, Mum and Dad can dine out at the hovering Highlight Rooms or the Pie in the Sky restaurants.

Mega-City One is a technological masterpiece but with that association comes the unwanted statistics of the highest crime rates on Earth. Low-level crime starts in the home, for smoking tobacco or ingesting sugar products will land a prison sentence and a license is required to buy adult reading material. Comic books are banned, as are any paraphernalia considered likely to tempt juves into domestic violence or crime. Unable to get their kicks at home, juves band together into gangs to hang around lonely block corridors, threatening old folk and spraying graffiti on public property. When juves get older they might hook up with the punks, prowling the streets beyond their block and starting fights with other street gangs and stealing vehicles.

The lower-end criminals are truly diverse in their skills. Bat-burglars use flying suits to rob apartments while comic runners pedal classic strips to impressionable juves. Dunks (pickpockets) work the crowds along the many pedways and slidewalks alongside Tap Gangs (muggers). Jimps impersonate judges for their own ends while Pongos (con-men) launch their latest scam upon the gullible. The crimes which makes the headlines are those which cause frequent loss of life but even so most citizens have grown immune to it, accustomed as they are to immoral and voyeuristic Tri-D programming and a steady stream of bad news from the gore-hungry info-channels. The more spectacular or violent the crime, the better for headlines.

Despite the dangers of everyday life in the Big Meg, the city is a tremendous draw for tourists from all corners of the globe and beyond. In a recent poll, eighty-five out of a hundred aliens questioned chose Mega-City One as their number one Earth destination. Immigrants from the poverty-stricken South-Am cities avoid Texas City and the ruined Mega-City Two, making straight for Mega-City One to make their fortunes.

From a tourist's viewpoint, Mega-City One is a bizarre melting pot of cultures, crimes and troubled citizens who would just as soon take a spit-gun to their neighbour's head as shake his hand. They often fail to notice the glue that keeps the City from disintegrating into complete anarchy - the Justice Department, the most highly-trained peacekeeping force on the planet. Though every citizen may still expect to get mugged or murdered whenever they leave their apartment, the highly disciplined judges, risking their lives every time they patrol the streets, fight hard to maintain their sworn duty to uphold the Law and keep the citizens safe. They are all that stands between relative peace and absolute anarchy. Without the judges, Mega-City One would tear itself apart in a matter of hours.

Mega-City One is a vast metropolis of over four hundred million people. Within the teeming masses can be found judges, tappers, skysurfers, Citi-Def militia, futsies, criminal masterminds and even the occasional innocent citizen, rare as they are. Judges and psi-judges are tasked with maintaining law and order as the dominant force in the city, whilst citizens and perps will do all they can to accumulate their own wealth, power and prestige, even at the risk of being captured and sentenced by the judges for criminal activities.

Your character's class determines the role you will take within Mega-City One and beyond. Each character class has a different range of abilities and skills, greatly affecting the manner in which each is played and their role in Judge Dredd.

Creating a Character

The full details on how to create a character are fully covered in the Character Creation chapter of *The Player's Handbook*. However, a few changes are required to reflect the life within Mega-City One and the characters fund within its walls.

Race & Class

All characters described in this rule book are considered to be human, though the forthcoming *Rookie's Guide to Alien Creeps* will allow players to take on the role of creatures from many different star systems. Humans are covered in greater detail within *The Player's Handbook* but, for convenience, they are summarised here:

- All humans are of medium size.
- Humans have a base speed of 30 feet.
- Humans gain 1 extra feat at 1st level. In addition, they also receive 4 extra skill points at 1st level and 1 extra skill point at each additional level thereafter.

There are three basic character classes for a player to choose – street judge, psi-judge and citizen. Players within any one group should be either all judges, or all citizens.

Languages

Bonus languages are never used in the game of Judge Dredd, as it is assumed that all humans speak at least some variation of Mega-Speak and never bother to learn the languages used by the various alien races.

Equipment

Judges have a set range of awesome equipment granted to them by Justice Central in order to fulfil their mission on the streets. This equipment never changes and is detailed in **Chapter 4: Equipment**. Citizens, however, have the opportunity to spend their credits on a vast multitude of different equipment types. See **Chapter 4: Equipment** for more details on how to exchange credits for equipment.

Judges

Street judges and psi-judges are unusual in that they both start the game at 3rd level. The GM, in effect, immediately awards each such character with 3,000 Experience Points before play begins, allowing players to upgrade their characters with new feats and skills, as well as hit point and saving throw bonuses. A judge's training is the most intensive known to man and Justice Central will not send one onto the streets unprepared for the hazards he is likely to face.

Title

Street judges and psi-judges occasionally gain a new title as they rise in level. This has no effect on game play but serves as an indication of the growing respect he earns as he gains greater experience.

Psi-Talent

Some characters, such as psi-judges and a very few citizens, possess the capability of using psychic powers within the game. This psi-talent, as it is called, relies on a high Charisma score in order to be used with good effect. A character with a Charisma lower than 10 cannot use any psi-talent at all. Characters with psi-talent will gain bonus power points based on their Charisma score, as shown on **Table 1-1: Bonus Power Points**. The full rules for using psi-talent are covered in **Chapter 7: Psi-Talent**.

*For example, Psi-Judge Stokes is a 3rd level psi-judge and has a Charisma score of 16. 3rd level psi-judges have 4 power points as standard but, consulting **Table 1-1: Bonus Power Points**, she gains 3 bonus power points for having a high Charisma score, for a total of 7.*

Table 1-1: Bonus Power Points

Charisma Score	Bonus Power Points (by Psi-Judge Level)									
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
10-11	-	-	-	-	-	-	-	-	-	-
12-13	1	-	-	-	-	-	-	-	-	-
14-15	1	3	-	-	-	-	-	-	-	-
16-17	1	3	5	-	-	-	-	-	-	-
18-19	1	3	5	7	-	-	-	-	-	-
20-21	3	3	5	7	9	-	-	-	-	-
22-23	3	5	5	7	9	11	-	-	-	-
24-25	3	5	7	7	9	11	13	-	-	-
Etc…										

Power Points/Day

Psi-judges require power points in order to use their psychic powers. Psi-talents are covered in more detail in **Chapter 7: Psi-Talent**.

Judges & Citizens

Three main character classes are presented in Judge Dredd for players to choose – the street judge, the psi-judge and the citizen. The judges are the forces of law and order in Mega-City One, whereas citizen characters are very likely to become perps, building their own criminal organisation throughout the city. For ease of play, it is recommended that all players within a group play judges *or* citizens and do not mix the two, as they are not compatible. Judges are extremely powerful individuals dedicated to preserving the peace, whilst citizens are a lot weaker and generally aim to garner as much personal power and wealth as possible.

The Street Judge

It takes fifteen years to train a street judge, fifteen years in the toughest academy on Earth. Fifteen years of iron discipline, rigid self-control and concentrated aggression. By the time a judge hits the streets, he is no longer truly a man – he is a machine.

Table 1-2: The Street Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Title	Special
1	+1	+2	+2	+2	Cadet	Bonus Feat
2	+2	+3	+3	+3	Rookie	Bonus Feat
3	+3	+3	+3	+3	Street Judge	
4	+4	+4	+4	+4		Streetwise, Bonus Feat
5	+5	+4	+4	+4		
6	+6/+1	+5	+5	+5		Bonus Feat
7	+7/+2	+5	+5	+5		
8	+8/+3	+6	+6	+6		Bonus Feat
9	+9/+4	+6	+6	+6		
10	+10/+5	+7	+7	+7		Bonus Feat
11	+11/+6/+1	+7	+7	+7		
12	+12/+7/+2	+8	+8	+8	Senior Judge	Bonus Feat
13	+13/+8/+3	+8	+8	+8		
14	+14/+9/+4	+9	+9	+9		Bonus Feat
15	+15/+10/+5	+9	+9	+9		
16	+16/+11/+6/+1	+10	+10	+10		Bonus Feat
17	+17/+12/+7/+2	+10	+10	+10		
18	+18/+13/+8/+3	+11	+11	+11		Bonus Feat
19	+19/+14/+9/+4	+11	+11	+11		
20	+20/+15/+10/+5	+12	+12	+12		Bonus Feat

Characteristics: Street judges are the elite of Mega-City One. Highly trained, they are granted the very best equipment and then take to the streets to bring law and order to the citizens. They are the enforcers of peace and stability. Without the constant presence of the ever-watching judges, Mega-City One would tear itself apart in hours. Street judges have the reputation of being almost super-human. Their superb range of skills and feats is difficult to match and any one judge is easily the equal of several common perps. However, the streets of Mega-City One are dangerous places and a judge needs all his training and equipment just to survive the patrols he makes each and every day. Often seen as dour, faceless and humourless individuals, there are in fact many different personality types within the ranks of the judges, but all share a common goal – to eradicate crime from the streets of the city.

Game Rule Information

Street judges have the following game statistics:

Abilities: The physical abilities of Strength, Dexterity and Constitution are all of vital importance to a street judge, as they are expected to be able to face overwhelming odds in combat and still survive to bring their perp back to the Sector House alive. However, Intelligence is also an important ability, as a bright street judge will have access to a greater amount of skills and thus be far more valuable to his team. Finally, a high Charisma is required to force a perp to surrender without resorting to combat every time.
Hit Die: d12.
Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Listen (Wis), Medical (Wis), Pilot (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Technical (Int).
Skill Points at 1st Level: (4 + Int Modifier) x 4.
Skill Points at Each Additional Level: 4 + Int Modifier.

Class Features

The following are all class features of the street judge character class:

Weapon Proficiencies: The street judge is proficient with all weapons except those listed as exotic.
Bonus Feat: Street judges are incredibly well-trained by the Academy of Law and undergo constant revision and refresher courses throughout their careers. At 1st and 2nd level, and every other level thereafter, the street judge receives a bonus General or Judge feat of his choice from the list in **Chapter 3: Feats**, in addition to feats gained every three levels.
Streetwise: There is no substitute for experience and the Academy of Law, whilst providing the most realistic training environments possible, is a far cry from the streets. Having spent time on patrols, the street judge gains Streetwise as a class skill at 4th level.
Ex-Street Judges: A street judge who ceases to be the very epitome of law and order, or who flagrantly commits heinous crimes, runs a very real risk of discovery by the Justice Department. A few will be moved to auxiliary positions within the Justice Department, whilst some may be allowed to take the honourable Long Walk into the Undercity or Cursed Earth. Most, however, will be ruthlessly pursued by fellow judges until caught and sentenced for a minimum of twenty years hard labour on the penal moon of Titan.

The Psi-Judge

Cadets with psi-talent are identified early during training in the Academy of Law, and endure rigorous tests designed to bring their unique talents to the fore. Whilst every psi-judge is expected to perform the duties of a street judge whilst on patrol, their psi-talent, carefully honed after years of training, makes them a vital resource to any investigation carried out by the Justice Department.

Table 1-3: The Psi-Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Title	Special	Power Points/Day
1	+1	+2	+2	+2	Cadet	Psi-Talent, Bonus Feat	2
2	+2	+3	+3	+3	Rookie		3
3	+3	+3	+3	+3	Psi-Judge		4
4	+4	+4	+4	+4		Streetwise, Bonus Feat	7
5	+5	+4	+4	+4			10
6	+6/+1	+5	+5	+5			15
7	+7/+2	+5	+5	+5			20
8	+8/+3	+6	+6	+6		Bonus Feat	27
9	+9/+4	+6	+6	+6			34
10	+10/+5	+7	+7	+7			43
11	+11/+6/+1	+7	+7	+7			52
12	+12/+7/+2	+8	+8	+8	Senior Psi-Judge	Bonus Feat	63
13	+13/+8/+3	+8	+8	+8			74
14	+14/+9/+4	+9	+9	+9			87
15	+15/+10/+5	+9	+9	+9			100
16	+16/+11/+6/+1	+10	+10	+10		Bonus Feat	115
17	+17/+12/+7/+2	+10	+10	+10			130
18	+18/+13/+8/+3	+11	+11	+11			147
19	+19/+14/+9/+4	+11	+11	+11			164
20	+20/+15/+10/+5	+12	+12	+12		Bonus Feat	183

Table 1-4: Psi-Powers Known

Level	0	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	2	2	-	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	4	2	1	-	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	5	3	2	1	-	-	-	-	-	-
9	5	3	2	2	1	-	-	-	-	-
10	6	3	2	2	1	-	-	-	-	-
11	6	3	3	2	2	1	-	-	-	-
12	7	3	3	2	2	1	-	-	-	-
13	7	4	3	3	2	2	1	-	-	-
14	7	4	3	3	2	2	1	-	-	-
15	7	4	3	3	3	2	2	1	-	-
16	7	4	4	3	3	2	2	1	-	-
17	7	4	4	3	3	3	2	2	1	-
18	7	4	4	4	3	3	2	2	1	-
19	7	4	4	4	3	3	3	2	2	1
20	7	4	4	4	4	3	3	2	2	1

Characteristics: Faced with the pressure of both conducting the duties of any other judge alongside harnessing their growing talent, psi-judges often seem to be highly-strung individuals, possessing a life and humour that would mark any other judge for disciplinary action from his Sector Chief. However, psi-judges fulfil a vital role within the Justice Department and are relied upon to solve crimes and investigations where traditional law-enforcement methods prove inadequate and thus are afforded a greater deal of latitude in their behaviour. A psi-judge is rarely as tough and aggressive as a street judge, but they are able to supplement their Justice Department training with the ability to probe directly into a suspect's mind, peer into the future or mindblast an escaping perp.

Game Rule Information

Psi-judges have the following game statistics:

Abilities: Psi-judges require the same high and well-rounded ability scores of a street judge, but depend primarily on Charisma to fuel their psi-talent. A psi-judge with a low Charisma score will have a very poor psi-talent. A psi-judge with a high charisma will possess incredible psychic abilities and have few equals on the streets of Mega-City One.
Hit Die: d8.
Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Knowledge (psi-talent) (Int), Listen (Wis), Medical (Wis), Pilot (Dex), Psi-Scan (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Technical (Int).
Skill Points at 1st Level: (2 + Int Modifier) x 4.
Skill Points at Each Additional Level: 2 + Int Modifier.

Class Features

The following are all class features of the psi-judge character class:

Weapon Proficiencies: The psi-judge is proficient with all weapons except those listed as exotic.
Bonus Feat: Whilst devoting much of their training and refresher time to honing their psychic talents, psi-judges still receive a great deal of support from the Justice Department in practising and developing their abilities on the streets. At 1st level, and every four levels thereafter (4th, 8th, 12th, 16th and 20th level), the psi-judge receives a bonus General or Judge feat of his choice from the list in **Chapter 3: Feats**, in addition to feats gained every three levels.
Psi-Talent: The psi-judge is markedly different from his street judge counterpart in that he has access to incredible psychic powers. Refer to **Chapter 7: Psi-Talent** for full details on the use of psychic powers.
Streetwise: There is no substitute for experience and the Academy of Law, whilst providing the most realistic training environments possible, is a far cry from the streets. Having spent time on patrols, the psi- judge gains Streetwise as a class skill at 4th level.
Ex-Psi-Judges: A psi-judge who turns his back on the law will be classed as an extreme threat by Justice Central and few resources will be spared in the quest for his capture. Once under arrest, a psi-judge will likely face the very best minds of Psi-Div who will work hard to eradicate and destroy his talent, before being sent to the penal colony of Titan for a minimum of twenty years hard labour as a broken and shattered individual.

The Citizen

There are four hundred million citizens within the walls of Mega-City One and all have something to hide, either from each other or the judges. There is no such thing as a typical citizen in Mega-City One. Judges view every one as a potential criminal and it is all too likely that even the most unassuming man or woman will, at some point, break the laws of the city and face incarceration by a judge. Over 87% of citizens are unemployed, with the rest working for only a few hours every week, as the vast majority of manual labour in the city is performed by robots and computers. Boredom runs at an incredibly high level, and many citizens will turn to crime simply to pass the time as much as for monetary benefit.

Table 1-5: The Citizen

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	Prior-Life
2	+1	+0	+0	+0	
3	+2	+1	+1	+1	
4	+3	+1	+1	+1	
5	+3	+1	+1	+1	
6	+4	+2	+2	+2	
7	+5	+2	+2	+2	
8	+6/+1	+2	+2	+2	
9	+6/+1	+3	+3	+3	
10	+7/+2	+3	+3	+3	
11	+8/+3	+3	+3	+3	
12	+9/+4	+4	+4	+4	
13	+9/+4	+4	+4	+4	
14	+10/+5	+4	+4	+4	
15	+11/+6/+1	+5	+5	+5	
16	+12/+7/+2	+5	+5	+5	
17	+12/+7/+2	+5	+5	+5	
18	+13/+8/+3	+6	+6	+6	
19	+14/+9/+4	+6	+6	+6	
20	+15/+10/+5	+6	+6	+6	

Characteristics: Citizens are the most flexible characters in the game of Judge Dredd. Not bound by the strict rules of the Law, a citizen character is free to act as he wishes, so long as the attentions of the judges can be avoided. Whilst judges often appear as faceless individuals obsessed with the enforcement of the Law, no two citizens are truly alike. Each has his own brand of skills and talents that mark him as unique though all too often such abilities are used for simple greed and personal gain through the pursuit of lawbreaking practices.

Game Rule Information

Citizens have the following game statistics:

Abilities: Whilst not as tough or experienced as a judge, citizens are perhaps the most flexible character class in the game of Judge Dredd. A player may specialise his citizen character into any number of different areas of expertise, based around his aims in Mega-City One, those of his friends and the equipment and credits he manages to amass. The ability scores of a citizen are thus dependent on what a player actually intends to do with his character, rather than upon the citizen class itself.
Hit Die: d6.
Class Skills: All skills are considered class skills for citizens.
Skill Points at 1st Level: (8 + Int Modifier) x 4.
Skill Points at Each Additional Level: 8 + Int Modifier.

Class Features

The following are all class features of the citizen character class:

Weapon Proficiencies: The citizen is proficient with all grenade, melee, and pistol weapons. A full list of weapons may be found in **Chapter 4: Equipment**.
Prior-Life: The citizen begins with prior-life template. This will grant several bonuses to the citizen as he begins exploring Mega-City One.

Prior-Lives

Judges spend fifteen long, hard years in the Academy of Law, enduring the most intensive training programme known to man. However, citizens enjoy a very different life, one filled with leisure, crazes and fulfilment of their own whims and desires. Whilst few actually find employment within Mega-City One, they are nonetheless defined by what they have been up to during their adolescence and early adult life. Some are loyal citizens who, through misfortune, have been forced to turn to crime, whilst others are seemingly born as perps, destined to forever run afoul of the law.

When a citizen character is created, a player may select one of the Prior-Life templates, gaining a set of advantages and bonuses reflecting the citizen's life before the game begins. This may actually be an occupation but, given the lack of employment within Mega-City One, citizens are all too often defined by the interests and crazes they adopt to stave off the inevitable boredom of life in the 22nd century. Only one Prior-Life template may be selected for a character, as he has only had one life up to now!

Agitator

There is at least one in every block – a citizen who is disgruntled with everything. The block itself, his neighbours, the judges but, most of all, his own life. Unfortunately for the Justice Department, he is also unusually charismatic and when he sets his mind to a problem, the agitator has the ability of pulling other citizens along with him on the latest crusade. The agitator is the prime cause of both block wars and riots, for one rousing speech against the evils of Mega-City society (whatever they may be this week) can capture the imagination of any citizens near him who have, quite frankly, nothing better to do anyway. His pugnacious attitude towards his oppressors, the judges, does not endear him to the Justice Department, who likely keep a very keen eye on him whenever he appears.

- The agitator is a self-styled defender of the people and, remarkably enough, many citizens do respond well to him which, in the eyes of the judges, simply makes him more dangerous. The agitator gains a +2 bonus to all Charisma checks and skills he is called to make when confronted by a citizen of Mega-City One.
- The judges know the agitator very well, however, and he is almost incapable of holding himself back when confronted by the Law – there is always one smart comment to be made, or else a general rant against the entire judicial system. The agitator suffers –2 penalty to all Charisma checks and skills he makes when in the presence of a judge.
- Once per week, the agitator can really let fly and launch a tirade against one selected enemy of his choice, be it a block, alien species, Justice Department, or anything else. Any citizens within earshot may well be swayed by his words and join him in attempting to destroy the perceived enemy. If the agitator spends one minute making a speech to any group of citizens, he will incite 1d20 x his character level of them to violence against the enemy. This ability will only work on citizens who have little else to do, as determined by the GM. They will continue fighting against the enemy for a period of one hour after the speech, whether the agitator is present or not, before drifting back to their homes (before enjoying a trip to the iso-cubes).
- Agitators are almost always unemployed and so only have their meagre savings to draw upon should they start a new life. The agitator begins the game with 1d6 x 1,000 credits.

Batter

Seen as a foolish and dangerous pursuit by many, batting is a craze that sweeps Mega-City One on a semi-regular basis. On any given evening, a citizen need only look to the sky to see, circling lazily around the spires of many city blocks, flocks of people soaring high with the use of batgliders. The dedicated batter, however, pays no attention to fads and crazes, and concentrates on honing his skill with the batglider for it is only when soaring a mile or more above the streets of Mega-City One that he can feel truly free and unrestrained by his otherwise mundane life of family, shopping and vid-shows. Batters are usually more mature citizens, as juves are typically drawn more toward jet sticks, power boards and other super-fast crazes.

- Having spent many long hours perfecting the art of soaring, the batter receives Skill Focus (craze – batgliding) as a bonus feat.
- A treasured possession, the batter starts the game with a batglider, which he has taken great care of throughout the years.
- The batter can perform any Craze (batgliding) check as a free action, allowing him to concentrate on another task, such as using a weapon.
- Batters are almost always unemployed, seeking to relieve their boredom with their batglider. A batter receives 1d6 x 1,000 credits when he starts the game.

Citi-Def Soldier

Every towering block in Mega-City One has its own City Defence Unit, the block civil defence corps. In theory, they are highly trained auxiliary soldiers designed to supplement the judges in the even of war or invasion. In practice, the units are filled with bored citizens who look for nothing more than to fulfil their latest vid-born fantasies and playing 'hero' with a range of devastating weaponry. It is a regular question amongst the senior judges as to whether the Citi-Def units actually cause more problems than they solve, for many later turn to crime or instigate block wars, and their weapons training can actually make them quite lethal.

- Despite their poor image and laughable status amongst many citizens in Mega-City One, Citi-Def soldiers are actually quite proficient with the use of weapons. They start the game proficient in rifles and heavy weapons.
- Though having left his Citi-Def unit to begin a new life, the soldier did not come away empty handed. He begins the game with an illegal weapon with a black market value of up to 4,000 credits, stolen from his block's Citi-Def armoury.
- The Citi-Def units are volunteer organisations, with citizens receiving no extra pay to supplement their income. A Citi-Def soldier receives 1d6 x 1,000 credits when he starts the game.

Dunk

Viewed very much as being in the lower strata of the criminal classes, dunks are often highly skilled at picking pockets. A constant nuisance to the judges, dunks practice their trade on the crowded pedways of the city though few become wealthy. Many begin out of sheer desperation, ordinary citizens forced to turn to crime in order to pay off a loan shark or fund the activities of a demanding spouse. Some, however, dram of leaving petty crime behind and seek to make the big time by expanding their criminal activities.

- The dunk is an accomplished pickpocket, and gains Skill Focus (pickpocket) as a bonus feat.
- It happens to even the best of dunks – occasionally, a citizen will see what he is attempting and call for the judges, forcing the dunk to run and lose himself in the crowds or a dark alleyway. The dunk gains a +2 competence bonus to all Bluff, Hide and Disguise checks made when being pursued.
- Few dunks are able to earn a great amount of money through pickpocketing. A dunk starts the game with 1d6 x 1,000 credits.

Failed Cadet

The Academy of Law is the toughest school in the world and many are found wanting, completely unable to maintain the skill and discipline required to become a judge. It can take just one small mistake, one tiny indiscretion, to waste up to fifteen years of training and there is a high turnover of cadets who fail to make the grade as a true judge. Many, unwilling to leave the Justice Department completely, take on auxiliary positions offered to them, becoming the aide of a Sector Chief, or monitoring Resyk productivity levels for the rest of their lives. A small number, however, become so embittered by their treatment at the hands of the Justice Department that they inevitably sink to crime, where their prior training can make them a constant headache for true judges.

- The failed cadet is a skilled fighter and can readily lay any enemy low with both knife and gun. He gains a permanent +1 modifier to his base attack bonus.
- The failed cadet learnt much during his training and may start the game with one Judge feat of his choosing that he meets the prerequisites for. This feat is not a bonus and comes out of the failed cadet's usual allowance at 1st level. He may not purchase Judge feats at later levels.
- Having never been employed or been given monetary support by the Justice Department, the failed cadet has almost nothing when he assumes the life of an ordinary citizen. He starts the game with just 1,000 credits.

Forger

Though often possessing little credibility amongst other perps, a skilled forger is actually one of the most important contacts any criminal organisation may possess. Through his hard work, perps may gain illegal permits for all kinds of items normally off limits, and he may even forge hard credits. Such activities are heavily investigated by the judges and few forgers working alone continue for long. A forger at he heart of a criminal empire, however, enjoys a great deal of protection from both the prying eyes of the Justice Department and other perps, forming a fundamental business interest for any mobster or racketeer.

- Having honed his skill over many years, the forger receives Skill Focus (forgery) as a bonus feat.
- By keeping his production low, the forger is able to produce forged credits without flooding the nearby blocks and thus keeping a low enough profile that he is unlikely to be caught. He may use his Forgery skill as a Profession skill, though a roll of 1 on such a skill check will result in the Justice Department locating his forged credits and commencing an investigation – this is handled by the GM.
- The forger has only ever used his talents for monetary gain and even when criminal gangs have not required his skills, he is able to content himself with forging relatively small amounts of credits for his personal account. The forger begins the game with 2d6 x 1,000 credits.

Gambler

Though gambling in any form is highly illegal in Mega-City One, there are those who just cannot live without risk. A gifted citizen with a sense of daring and adventure may be drawn into the shadowy underworld of gambling, weighing up his odds of getting caught by the judges as just one more gamble to be enjoyed and savoured. Some citizens can become quite wealthy through illegal gambling, be it shuggy, bingo, rotating slugs, or any one of a million games devised to encourage the free passage of credits. However, for every success, there are many more who are heavily in debt, their addiction to gambling knowing no bounds. Those who owe large sums often turn to greater crime, simply to hold off the criminal loan sharks who are all too willing to collect debts in the form of beatings, murder and living organs.

- Being exceptional, if not perfect, at his chose vocation, the gambler receives three Skill Focus feats in any three Craze skills of his choice that involve gambling. Suitable examples might be bingo, shuggy or poker.
- In addition, the gambler may use his gambling-based Craze skills as Profession skills to generate a weekly income. However, if he rolls a 1 for this check, he will lose 1d6 x 1,000 credits. If he cannot pay this amount, he loses all money he possesses and becomes indebted to a loan shark for the remainder.
- The gambler enjoys the high life and uses his talent at shuggy and cards or slugs to finance his lifestyle. The gambler begins the game with 2d6 x 1,000 credits.
- Many gamblers are running from loan sharks who wish to do them great injury or far worse in lieu of debts yet unpaid! Roll 1d20. On a roll of 1-10, the gambler is in debt to a loan shark for an amount of credits equal to twice what he begins the game with. The GM will generate suitable rough characters for the gambler to be in debt to.

Goon

Hired muscle is one of the resources of the criminal underworld that will always be in demand and there are never any shortage of recruits. The only requirements of the role are an ability to intimidate those weaker and a stubborn refusal to acknowledge pain. Often referred to as meatheads by both judges and their bosses, goons are nevertheless vital for conducting criminal affairs and ensuring one criminal organisation does not move too close to areas run by another. It is the goon's task to frighten decent citizens, beat up non-paying shop owners under a protection racket and act as an ad hoc bodyguard to his boss.

- The goon is an absolute brute, able to shrug off damage that would cripple a lesser citizen. He receives Toughness as a bonus feat.
- Looking tough is just as important as actually being good in a fight, something that every goon knows. Often eschewing small weapons for not projecting the right kind of terror into his victims, the goon favours large and frightening looking guns. The goon begins the game proficient with rifle weapons.
- The goon is usually looked after very well by his criminal bosses but is still at the very bottom level within any organisation. The goon begins the game with 2d6 x 1,000 credits.

Inventor

Eschewing the wasteful crazes of his fellow citizens, the inventor actually displays a rare talent for tinkering with all manner of items and actually making them work beyond their manufacturer's specifications. Unfortunately for the inventor, he also has a tendency to take his modifications too far and any item he has laid his tools on has an unfortunate habit of breaking just when it is most needed.

- The inventor has an uncanny knack with all manner of machines and other devices. He gains Skill Focus (technical) as a bonus feat.
- Given an uninterrupted 24 hours and an appropriate toolkit, the inventor may modify any equipment he has in his possession on a successful Technical check at DC 15. In doing so, he may increase the hardness, hit points, damage or attack rolls made with the item by +1. He may also increase the top speed of a vehicle by 50 mph. However, any skill check or attack roll made with the item that results in a natural 1 will result in it malfunctioning in a suitably catastrophic manner determined by the GM. Only one improvement may be made on each item the inventor tinkers with.
- Any equipment the inventor buys with his starting credits may be automatically modified in this manner if the player so desires.
- The inventor has spent countless credits of his savings in modifying practically everything in his apartment, though little has proved to be of commercial success. The inventor begins the game with 1d6 x 1,000 credits.

Jetball Player

There are few games in Mega-City One that capture the imagination of citizens quite as much as jetball. Though a highly dangerous sport for those players willing to push their luck at slam dunking whilst travelling at high speed with a jetpack strapped to their back, it is very easy for each to become a minor celebrity- so long as both their skill and luck last. A Jetball player looking to leave the game often wishes to maintain the high lifestyle to which he has become accustomed, though some are just so addicted to a constant adrenaline rush that they crave further excitement. Either may turn to crime to fulfil their needs.

- The Jetball player is adept in the use of the jetpack, having honed his skills for the pleasure of the crowd and his team's continued success. He gains Skill Focus (craze – jetpack) as a bonus feat.
- Life on the Jetball field has taught the player the value of striking an opponent and then making a quick getaway. Whilst using a jetpack and using the charge action, he may move and make a melee attack as with a standard charge, and then move again (continuing the straight line of movement) without provoking an attack of opportunity.
- Highly adept at swooping in on an opponent and grabbing the ball, the Jetball player can make smash and grab attacks. Whilst using a jetpack, the player may take any handheld item from a flat-footed opponent instead of making a melee attack. The opponent must make a Reflex save at DC 10 + the Jetball player's character level in order to maintain a hold on the item.
- Jetball players are known for earning many credits once they hit the big time, but few have enough sense to wisely invest the sums they earn. A Jetball player begins the game with 2d6 x 1,000 credits.

Jugger Driver

It is a dirty job and a driver must always fend off robots from taking over his job, but those citizens who drive their immense juggers crowding the roads of Mega-City One would rarely have it any other way. Enjoying the tough, brutish image of the jugger drivers on the vids who refuse to let anything get between them and a timely delivery of cargo, the truth is often far removed from fantasy, with the real life drivers being underpaid, threatened with unemployment and a prime target for wreckers and other roadside heisters. A life on the road is often all the jugger driver knows and, when faced with a robot replacement, many turn to crime in order to both avoid unemployment and gain revenge against their old company.

- The jugger driver is well versed in the lore of traffic in Mega-City One. He gains Skill Focus (drive) as a bonus feat.
- Most at home when in control of a great two-laner jugger, the driver can operate these gigantic vehicles as if they were extensions of his own body. The jugger driver ignores all Drive penalties for operating a ground-based vehicle of huge size or greater.
- The jugger driver perpetually has a synthi-caf on the dashboard, or a sector map spread across his knees. He may automatically perform the Other Action manoeuvre, as described in **Chapter 6: Vehicles & Robots**, without requiring a Drive check.
- Despite the vital lifeline they form between the sectors of Mega-City One, jugger drivers are never well paid, being only marginally better off than citizens drawing unemployment benefits. The jugger driver begins the game with 2d3 x 1,000 credits.

Juve

In principle, a juve is any citizen under the age of 20, though in common usage, the word applies to any teenager who displays any amount of poor discipline and a propensity for criminal activity, no matter how minor. Not that this bothers the juves themselves much – organising themselves into street gangs, the juves carve out their own territory and resolve to make something of themselves in a city that cares little for their unemployed future. Virtually every such juve engages in some sort of criminal activity and many become well known to the Justice Department. It is little surprise that most have spent time in the juve cubes and will continue life having known the inside of many dult iso-cubes. For the juve himself though, life itself is set against him and he is merely trying to make his way through a world gone mad.

- Despite their bragging, juves know little of the real dangers present in Mega-City One, and few take the time to gauge the consequences of their actions. All juves suffer a –2 penalty to their Wisdom ability score until they attain 3rd level.
- Determined to put their stamp on the world, juves are exceptionally gifted at picking up new ideas, skills and talents that the dults around them can only marvel at. A juve earns double the normal experience points he is normally due until he reaches 3rd level.
- Whether it is the latest fashions, the location of the nearest umpty bagger, or the boundaries of a rival gang's territory, there is little the juve does not know on the streets. The juve gains Skill Focus (streetwise) as a bonus feat.
- Juves have little more than what they have managed to steal or convince their parents to pay for. A juve begins the game with 1,000 credits.

Med-Tech

The selfless saviour of humanity, the angel of mercy who can quash all ills – these are some of the things a med-tech has been called in his life. The reality, however, is somewhat different, as he well knows. Pushed out of all but the highest levels in hospitals by robo-docs and the Justice Department's own Med-Div, and forced to work in some of the worst areas of the city within an ambulance, citizen med-techs are over-worked, underpaid and thoroughly disgruntled. Many come to care little for the citizens they save, who have likely caused their own injuries and, when able-bodied once more, are just as likely to attack the ambulance and the med-tech in order to steal the equipment and drugs inside. More than a few med-techs have sold their services to criminal organisations in the past, knowing that someone of their experience is worth their weight in credits to perps who may have to answer too many questions if they were to visit a regular hospital with multiple gunshot wounds.

- The med-tech, despite his less than warm bedside manner, is an accomplished medic. He gains Skill Focus (medical) as a bonus feat.
- He can also gain the very most out of the equipment he has to hand. Whenever performing first aid with a medipack, the med-tech will heal +2 more points of damage than normal.
- Med-techs are not particularly well paid and are slowly being replaced by more advanced robo-docs. The med-tech begins the game with 1d6 x 1,000 credits.

Mo-Pad Driver

Housing is still at a critical shortage in Mega-City One, with the vast catastrophes of the past few years merely adding to the misery of those waiting to leave the slums and gain a new apartment. The more enterprising citizens may take to the roads in giant mo-pads, mobile homes of no mean luxury that forever travel the Meg-Ways until the family on board is granted a more stable dwelling by the Housing Department. Most simply set their autopilots to drive these large vehicles, but some prefer a hands-on approach to guiding their homes and families. Others, having spent their last few credits on a much older model of mo-pad, find they constantly have to take control of the vehicle whenever the autopilot starts malfunctioning, a frequent occurrence for mo-pads that have not been well maintained.

- The mo-pad driver, having spent the majority of his life on the Meg-Way, gains Skill Focus (drive) as a bonus feat, for he is ever alert to dangers on the roads of Mega-City One.
- He may possess little but the driver own his own home, a fact he is suitably proud of in a city where most housing is granted by the Housing Department. The mo-pad driver begins the game with a General DT-10 Humber mo-pad (See **Chapter 6: Vehicles & Robots**).
- The constant running and maintenance of a mo-pad can drain the savings of even a relatively well off citizen. The mo-pad driver begins the game with 1d3 x 1,000 credits.

Neo-Luddite

Though smaller in umber than they were just a year ago, the cult of the neo-luddites persists in many sectors of Mega-City One. Seeing the rest of the citizens of the city as fools for having so readily embraced technology, the neo-luddite understands that humanity is being enslaved by dependence on machines and robots. Only by destroying every machine in Mega-City One can humanity be truly free. The often manic approach of the neo-luddite wins few converts, but he realises his path must be a lonely one, for there are not many citizens of his immense wisdom.

- The neo-luddite refuses to have much to do with machines and technology. He suffers a permanent –4 penalty to all Technical checks he is called to make. In addition, he may never own a robot.
- Neo-luddites are capable of whipping themselves into a frenzy when wreaking destruction on the machines that hold humanity back from its destiny. The neo-luddite gains an extra attack at his highest base attack bonus whenever attacking a machine or robot in melee combat. However, all attacks made whilst in this frenzy will suffer a –2 circumstance penalty.
- The neo-luddite has few supporters and fewer backers for his righteous crusade. He begins the game with 1d6 x 1,000 credits.

Perp Runner

There is a huge amount of credits to be made in smuggling desperate perps out of Mega-City One, so long as risks are taken. Perp runners are skilled at aiding fleeing perps escape the confines of the city, either to other mega-cities or, more likely, off-planet altogether. However, it is also a well known fact that many perp runners choose to supplement their income by trading their human cargo to organ leggers or alien slavers. The judges work hard to keep criminals within Mega-City One and bring them to justice, so perp runners are often expert pilots, capable of taking off at high speed and negotiating the gauntlet of pursuing H-Wagons and network of laser defences along the city walls, in their bid to escape.

- The perp runner is one of the finest pilots to be found outside of the Justice Department. He gains Skill Focus (pilot) as a bonus feat.
- He has almost a sixth sense whilst flying, feeling every twitch of his craft and predicting what his enemies will do next. Once per round, whenever hit with a ranged attack whilst flying a vehicle, the perp runner may make a Pilot check at DC 20 to jink his craft and dodge the shot, avoiding any resulting damage.
- The perp runner is good at his profession, or he would never have lasted this long. He enjoys the rewards of his risky profession and begins the game with 2d6 x 1,000 credits.

Private Investigator

The average private investigator is despised by the Justice Department as an unnecessary nuisance that borders on becoming a vigilante. Very few actually gain the respect of any judge and to do so, they must know the law inside out and be extremely careful to never transgress it. The truly successful PI works with the Justice Department, rather than against it, and always knows when to butt out and leave the judges to their work. Many so-called private investigators, however, are little more than petty perps, held in thrall to various racketeers and other criminal masterminds, taking credits and other bribes in order to perform the dirty work richer perps wish to avoid.

- Even if they choose to disregard it, most private investigators have an uncommonly accurate knowledge of the Law, and can often quote an inconvenient passage to a judge who has over-stepped his bounds. The private investigator gains Skill Focus (knowledge - law) as a bonus feat.
- Private investigators are adept at uncovering information about any case they take on, be it a missing person, stolen property or something far more serious. They gain Skill Focus (search) as a bonus feat.
- The private investigator is one of the few professions who can legitimately apply for and gain a firearms permit. However, the Justice Department will keep a very close eye on their activities and any transgression of the law will likely result in the permit being revoked. The private investigator begins the game with a legal hand gun and a firearms permit covering its ownership.
- Few private investigators become truly rich in their line of work, and most seek in vain for the one big pay-off that will allow them to retire. The private investigator begins the game with 2d3 x 1,000 credits.

Punk

The punk is a dult who never truly grew up from being a juve. Some might call this a waster of a life but the punk is so hopelessly caught up in the system of street gangs where he has reached a position of prominence that he knows little else. He has seen the inside of juve and iso-cubes many times for a variety of petty crimes, but this simply gives him more credibility on the street. The punk is little more than a thug and a bully who dreams of making it into the big time as a renowned (and rich) perp who has earnt the respect of all around.

- Knowing force always overcomes reason, the punk is used to battering enemies into submission and taking licks himself. He gains Toughness as a bonus feat.
- Given 24 uninterrupted hours, the punk can round up all the members of an allied juve gang who will be willing to cause any amount of havoc in order to impress their hero. The punk will gain 2d6 juves armed with a variety of melee weapons who will be willing to follow his orders for a period of 1d3 hours.
- The punk is ultimately a loser in Mega-City One society. He begins the game with just 1d3 x 1,000 credits.

Rogue Psyker

Technically a mutant, those citizens displaying psi-talent are a valuable resource for the Justice Department. Any found young enough are given to the Academy of Law to be made into psi-judges, whilst those discovered later are channelled into specialised training programs where they can be monitored and their talents used only for the good of the city. There are a few, however, who manage to evade the net of the judges and remain free. Living every day in fear of discovery, many naturally gravitate towards criminal organisations where they can find protection and their unique psi-talent is much appreciated.

- Rogue psykers are potentially as powerful as any psi-judge, but lack the discipline and training that can bring their talents to life. The rogue psyker is classed as having psi-talent, as described in **Chapter 7: Psi-Talent**. He gains power points and powers as shown on the table below. He may also gain bonus power points for having a high Charisma ability score as described on p6.
- A citizen must have a Charisma of at least 10 to be a rogue psyker.
- Rogue psykers are a blip in normal society, having spent most of their life in hiding. The rogue psyker begins the game with just 1,000 credits.

Table 1-6: Rogue Psyker Powers

Level	Power Pts/Day	0	1	2	3	4	5	6	7	8	9
1	2	1	-	-	-	-	-	-	-	-	-
2	3	2	1	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-	-
4	7	2	1	-	-	-	-	-	-	-	-
5	10	3	2	1	-	-	-	-	-	-	-
6	15	3	2	1	-	-	-	-	-	-	-
7	20	3	2	1	1	-	-	-	-	-	-
8	27	4	2	2	1	-	-	-	-	-	-
9	34	4	2	2	1	1	-	-	-	-	-
10	43	4	3	2	2	1	-	-	-	-	-
11	52	5	3	2	2	1	1	-	-	-	-
12	63	5	3	2	2	2	1	-	-	-	-
13	74	5	3	3	2	2	1	1	-	-	-
14	87	6	3	3	2	2	2	1	-	-	-
15	100	6	3	3	3	2	2	1	1	-	-
16	115	6	3	3	3	2	2	2	1	-	-
17	130	7	3	3	3	3	2	2	1	1	-
18	147	7	4	3	3	3	2	2	2	1	-
19	164	7	4	3	3	3	3	2	2	1	-
20	183	7	4	3	3	3	3	2	1	2	1

Skysurfer

One of the most popular pastimes in Mega-City One and the world over amongst the juve population is skysurfing. Jetting around the sky on super-fast powerboards, there is nothing illegal in skysurfing so long as participants remain at least half a mile above any road or pedways. However, few juves are content to stay within the Law and many find the only true rush in life is to descend to the road and city bottom levels, where they weave in and out of traffic, peds and other obstacles in order to hone their skills to almost superhuman levels.

- Having spent many long hours perfecting the art of manoeuvring his powerboard, the skysurfer receives Skill Focus (craze – skysurfing) as a bonus feat.
- Skysurfers who descend to the lower levels of the city soon learn the Power Roll trick move. By tucking his body close to the powerboard and streamlining himself, the skysurfer can turn his board sharply to avoid obstacles or rocket up sharp inclines and vertical surfaces. Though it takes great skill and practice to master the Power Roll, every skysurfer knows the basics. The Power Roll is a full round action and allows the skysurfer to avoid any obstacle no matter what his speed and direction. To perform the Power Roll requires a Craze (skysurfing) check at DC 20. Consecutive Power Rolls made in following rounds add a cumulative +2 to the DC of the check every time they are attempted.
- The skysurfer can perform any Craze (skysurfing) check as a free action, allowing him to concentrate on another task, such as using a weapon. This ability may not be combined with the Power Roll manoeuvre.
- Skysurfers are juves with a mission in life but have little more than what the have managed to steal or convince their parents to pay for. A skysurfer begins the game with 1,000 credits and a McKenzie Extreme powerboard.

Vigilante

Many citizens despair of the judges and their seeming inability to successfully eradicate crime. Having experienced crime first hand, a tiny few become vigilantes, determined to succeed where the judges have failed and bring law and order to the streets. The most successful vigilantes become urban legends and can strike fear into the hearts of minor perps, though few are capable of tackling more hardened criminals. Adopting a disguise or an alias, the vigilante is careful to avoid judge patrols and works in the shadowy streets of Mega-City One in a desperate effort to curb the soaring crime rate. More than one vigilante has, however, all but given up his quest for justice, coming to realise that the judges are little better than the perps they capture and that the average citizen just does not want to be saved. Utterly disillusioned, such vigilantes often turn to crime, using their skills to at least make themselves rich and comfortable in an uncaring city.

- Practising long and hard to master the deepest and most threatening tones of voice, vigilantes sometimes try to bring their perps to justice without a fight. The vigilante gains Skill Focus (intimidate) as a bonus feat.
- The vigilante realises he must tackle the very worst dregs of human society in his quest for justice, and trains hard to bring down perps. He gains a permanent +1 modifier to his base attack bonus.
- In order to avoid discovery by the judges, the vigilante adopts a disguise and, often a pseudonym as well (the most common is the Masked Avenger though some citizens, thankfully, have been rather more imaginative), intended to strike fear into the heart of perps brought to justice. Whilst wearing this disguise, the vigilante cannot be identified by judges and the Justice Department Public Surveillance Unit.
- Despite his noble aspirations, vigilantes are often normal unemployed citizens. The vigilante begins the game with 1d6 x 1,000 credits.

Wall Hopper

Every night, bands of mutants dare the flashlights and gun emplacements of Mega-City One's west wall in an attempt to gain entry into the city. Very few actually succeed in the hazardous trip, with most being repulsed back into the Cursed earth or slain by vigilant judges. A tiny fraction, however, do make it inside to hide amongst ruined blocks, perhaps believing that the judges will overlook them in a city of 400 million citizens. Regular sweeps through the dilapidated areas of the city ensure most successful wall hoppers are soon exiled back to the Cursed Earth but the smarter mutants often join forces with criminal gangs where safety is guaranteed and their unique talents and physiology can be put to profitable ends.

- The wall hopper immediately gains the Mutant template found in **Chapter 11: Creeps**. However, as only the less twisted mutants can hope to stay unnoticed within Mega-City One for any length of time, wall hoppers only gain 1d3 mutations.
- Having spent a lifetime in the harsh wastes of the Cursed Earth, the wall hopper is skilled at survival and has become unusually tough. The wall hopper gains Skill Focus (wilderness lore) and Toughness as bonus feats.
- Wall hoppers risk everything just to enter Mega-City One and often come to rely on the 'charity' of criminal gangs in order to survive. A wall hopper begins the game with just 1,000 credits.

All characters within the Judge Dredd game have skills, representing a variety of different abilities and areas of knowledge. As a character goes up in level, he also becomes better at these skills, extending his knowledge and capabilities until he is able to perform truly amazing actions.

A street judge may excel at his knowledge of the law, or at jumping across skedways in order to catch a fleeing perp. A psi-judge is likely to be good at locating others with his psi-talent, whilst any good citizen-turned-perp will be able to weigh up the value of the goods he has managed to steal. These are all examples of skills within the game.

Existing Skills

The following skills from Chapter 4 of *The Player's Handbook* are used without change within Judge Dredd the role-playing game:

Appraise, Balance, Bluff, Climb, Disguise, Escape Artist, Forgery*, Hide, Intimidate, Jump, Knowledge*, Listen, Move Silently, Perform, Pick Pocket, Profession*, Read Lips, Search, Sense Motive, Spot, Swim, Tumble, Wilderness Lore*.

* In Judge Dredd, these skills are used in a slightly different way than in *The Player's Handbook*, as described later in this chapter. Wilderness Lore, in Mega-city One, is considered to be a trained-only skill.

No other skills from *The Player's Handbook* may be used in Judge Dredd. A full list of all useable skills, including new ones described in this chapter, is shown below in **Table 2-1: Skills**, along with the key ability and training required for each skill.

Table 2-1: Skills

Skill	Untrained	Key Ability
Appraise	Yes	Int
Balance	Yes	Dex
Bluff	Yes	Cha
Climb	Yes	Str
Computer Use	Yes	Int
Concentration	Yes	Con
Craze	Yes	Varies
Disguise	Yes	Cha
Drive	Yes	Dex
Escape Artist	Yes	Dex
Forgery	Yes	Int
Hide	Yes	Dex
Intimidate	Yes	Cha
Jump	Yes	Str
Knowledge	No	Int
Listen	Yes	Wis
Medical	Yes	Wis
Move Silently	Yes	Dex
Perform	Yes	Cha
Pick Pocket	No	Dex
Pilot	No	Dex
Profession	No	Wis
Psi-Scan	No	Int
Read Lips	No	Int
Ride	Yes	Dex
Search	Yes	Int
Sense Motive	Yes	Wis
Spot	Yes	Wis
Streetwise	Yes	Wis
Swim	Yes	Str
Technical	No	Int
Tumble	No	Dex
Wilderness Lore	No	Wis

Skill Descriptions

Every skill unique to Judge Dredd, as well as those that have been changed from their entries in *The Player's Handbook*, is fully detailed in this section, allowing characters to use them within Mega-City One and beyond.

Computer Use (Int)

This skill is used to both glean information from computer systems, as well as potentially reprogram them. Judges constantly access MAC for details on suspected perps, whilst citizens constantly interact with computer systems throughout their lives, whether for leisure purposes or to commit crimes through fraud and blackmail.

Check: Whenever a character wishes to use a computer, the GM will assign a DC for the action. Note that many simple actions, such as finding the listings of the latest Tri-D shows, are routine actions and anyone may simply Take 10 to achieve success within one minute. A character must either have direct access to the computer he is attempting to access, or a terminal with s direct link. The recommended DCs for more complex actions are listed in **Table 2-2: Computer Use**.

Retry: Yes.

Table 2-2: Computer Use

Action	Time Required	DC*	Example
Simple	1 round	10	Judge finding perp's last known address from MAC
Average	1d4 rounds	15	Establishing a remote link from a terminal to target computer
Difficult	2d10 minutes	20	Citizen accessing the full bank details of another
Almost Impossible	1d4 hours	25	Illegally accessing the computers of Justice Central

* If a character wishes to avoid leaving a trace of his tampering with a computer system, add 10 to the DC of the Computer Use check – the vast majority of such systems within Mega-City One are constantly monitored by MAC and the Justice Department and they keep very extensive records. A truly skilled character is required to operate computers without leaving a trail.

Concentration (Con)

A character with a high level of concentration is especially good at focusing his mind, even in the midst of combat and other major distractions. Crack shots find this skill necessary to maintain an aim on a target, whilst psi-judges require it to effectively use their talent.

Check: A character makes a Concentration check to either maintain aim with a ranged weapon, or to manifest a psi-power despite distractions, such as taking damage in combat.

Table 2-3: Concentration Checks summarises the various types of distractions that may cause a Concentration check to be made whilst either aiming or manifesting a psi-power. Whilst attempting to manifest a psi-power, the character must always add the level of the psi-power in question to the Concentration DC, thus making concentration much harder to hold when manifesting more potent powers.

Retry: Yes, though a success does not cancel the effects of a previous failure, which almost always is the loss of aim, loss of a psi-power being manifested or the disruption of a psi-power being concentrated upon.

Special: A character with the Combat Manifestation feat receives a +4 bonus on all Concentration checks made using **Table 2-3: Concentration Checks**.

Table 2-3: Concentration Checks

Distraction	Concentration Check DC
Injury or failed saving throw	10 + damage dealt
Suffering continuous damage (such as from a Rad-Pit)	10 + half of continuous damage last dealt
Damaged by a psi-power	10 + damage dealt + psi-power level
Grappled or pinned	20
Vigorous motion (such as being on a moving bike)	10
Violent motion (such as being in a Mo-Pad crashing through a plaza)	15
Being in a High Wind	5
Being in violent weather (driving snow, hail, etc…)	10
Entangled (in a cling net, for example)	15

Craze (Varies)

The boredom of the 400 million, mostly unemployed, citizens of Mega-City One knows no limits and those that do not turn to crime as a way of life are inevitably drawn to the huge amounts of crazes on offer. Whether it is Boinging®, batting or synchronised leaping, there are literally millions of diversions to choose from and many citizens pursue their chosen craze with the same vigour that another may chase crime or a career. Through constant practice, a citizen can become incredibly skilled in his chosen craze.

Check: The character can perform his craze through the use of a skill. He can solve problems, answer questions and perform incredible feats of daring through the pursuit of his craze. The GM sets DCs for specialised tasks. An easy Craze check (such as avoiding other batgliders in the sky on a Sunday evening) will be DC 10, hard tasks (maybe scrawling a complete sentence whilst suspended upside down by a line) DC 15, and really tough or near impossible tasks (precisely controlling and aiming a Boing® bubble) DC 20-30.

Retry: Yes. So long as the character has survived whatever it was he was trying to achieve through his craze, he may retry failed checks.

Special: There are literally thousands of crazes sweeping through Mega-City One, each requiring different talents and techniques for citizens to truly master them. Some sample Craze skills, and the key ability required for each, are: Batgliding (Dex), Boinging® (Dex), Compulsive Taxidermy (Wis), Eating (Con), Jetpacking (Dex), Jet Sticking (Dex), Scrawling (Dex), Sex (Con), Skysurfing (Dex) and Synchronised Leaping (Dexterity).

Drive (Dex)

Almost all citizens and judges in Mega-City One know at least the basics of operating all manner of vehicles, from one-man pods to giant juggers and lightning-fast roadsters, as the high-powered, onboard computers make this a relatively easy process. This skill demonstrates how well a character can operate all ground-based vehicles, with the exception of bikes (see **Ride**).

Check: Mundane driving actions, such as driving down the Meg-Way, do not require any checks. However, extreme manoeuvres may cause a succession of Drive checks, all of which must be passed if the vehicle is to remain in control. See the rules on operating vehicles in **Chapter 6: Vehicles & Robots** for more details.

Forgery (Int)

This skill is most often used by criminals in Mega-City One looking to forge various documents, whether in paper, paycard or electronic format. Credits are the most frequent targets for forgery, but entrance visas to the city and various permits are often forged by skilled perps.

Check: Forgery requires materials appropriate to the document being forged, and some time. Forging a very short and simple document takes about 1 hour. Longer or more complex documents take 1d4 hours per page. The GM makes the check secretly so the character will not be sure how good the forgery actually is until it is used. A Forgery check is not made until the document in question is examined. This Forgery check is opposed by another Forgery check made by the person, robot or computer who examines the document to check its authenticity. The reader gains bonuses or penalties to their own check as shown in **Table 2-4: Forgery Checks**. A document that contradicts procedure, orders or previous knowledge or one that requires sacrifice on the part of the reader checking the document may increase the reader's suspicion, thus allowing the GM to impose further favourable modifier's to the reader's own check.

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery, but the document created by the forger may still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once – if the opposed check goes in favour of the forger, the reader cannot try using his own skill again, even if he is suspicious about the document.

Table 2-4: Forgery Checks

Condition	Reader's Forgery Modifier
Type of document unknown to reader	-2
Type of document known to reader	+0
Type of document very well known to reader	+2
Reader only casually scans document	-2

Knowledge (Int; Trained Only)

Each Knowledge skill represents a study of detailed information, perhaps a scientific pursuit or simply an intimate understanding of an entire sector. Below are listed typical fields of knowledge that may be selected with this skill, though players are welcome to create their own with their GM's permission:

- Alien Life (alien races, along with their physiology, customs and technology).
- Astrophysics (space travel and its potential hazards).
- Engineering (construction of blocks and Meg-Ways).
- History (wars, famous people and organisations).
- Law (rules and regulations of Mega-City One, as well as the penalties for transgressions).
- Mega-Cities (the customs and traditions of other Mega-Cities in the world).
- Military (battle tactics and strategy).
- Psi-talent (identifying psi-powers, manifestations and psionic effects).
- Sector (an entire sector – its streets, blocks and famous inhabitants).

Check: Answering a question within the character's field of study has a DC of 10 (for easy questions, such as 'what is an appropriate sentence for dropping litter?'), 15 (for basic questions such as 'which is the oldest block in the sector?'), or 20 to 30 (for really tough questions such as 'what alien race comes from the star system Tallarg?').
Retry: No. The check represents what the character knows, and thinking about a topic a second time will not let him know something he never learnt in the first place.
Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character will only know common knowledge and possibly be able to answer only easy questions. Only a character who actually possesses psi-talent may take Knowledge (psi-talent).

Medical (Wis)

The Medical skill is used primarily to administer first aid, though well-trained characters will also be able to utilise the resources of Med-Wagons and hospitals effectively. The use of his skill also covers treating the effects of poison, disease and radiation on living creatures.
Check: The DC and effect of a Medical check depends on the task the character attempts. A character may only attempt to stabilise another character if he does not possess a medipack and will suffer a –4 penalty to his Medical check if he attempts to do so. All Medical checks made on non-humans suffer a –10 penalty.
Stabilise: This is used to save a dying character. If a character has negative hit points and is losing hit points, the healing character can stabilise him. The injured character regains no hit points, but he does stop losing them. The check is a standard action.
First Aid: Characters may be slightly injured during combat and other times of danger, losing hit points in the process. Performing first aid is a standard action and requires the use of a medipack or other, more advanced, form of medical equipment. The character being treated with first aid will regain 1d6 hit points on a successful Medical check. First aid may only be administered to a character who is stabilised and is not continually losing hit points.
Treat Called Shot: Characters may be temporarily crippled or disabled by called shots (see **Chapter 5: Combat**) during combat. Treating a called shot is a standard action and requires the use of a medipack. If the Medical check is successful, the character being treated will no longer suffer any penalties from having been the victim of a called shot.
Long-term Care: Providing long-term care means treating a wounded person for a day or more with the use of advanced medical equipment. If successful, the character allows the patient to recover hit points and ability score points lost to temporary damage at twice the normal rate – 2 hit points per character level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. Giving long-term care counts as light activity for the healer and so he cannot give long-term care to himself.
Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take damage from the poison or suffer some other effect. Every time the poisoned character makes a saving throw against the poison, the treating character makes a Medical check. The poisoned character uses this result in place of his normal saving throw if the Medical check's result is higher.
Treat Disease: Diseased characters may be cured by the use of a Medical check. Every time the diseased character makes a saving throw against disease effects, the treating character makes a Medical check. The diseased character uses this result in place of his saving throw if the Medical check's result is higher.
Treat Radiation: Irradiated characters may avoid the effects of radiation by use of a Medical check. Every time the irradiated character makes a saving throw against radiation effects, the treating character makes a Medical check. The irradiated character uses this result in place of his saving throw if the Medical check's result is higher.
Special: Justice Department issue medipacks grant a +2 circumstance bonus to all Medical checks made with them.

Table 2-5: Medical Checks

Medical Task	DC
Stabilise	15
First Aid	15
Treat Called Shot	15
Long-Term Care	20
Treat Poison	Poison's DC
Treat Disease	Disease's DC
Treat Radiation	Radiation's DC

Pilot (Dex; Trained Only)

This skill covers the operation of all manner of flying vehicles, from tiny, one-man hover pods, through to H-Wagons, Strato-Bats and the larger interplanetary spacecraft. Though the basic operation of such vehicles is fairly easy to comprehend, the dynamics involved in flying at any great speed and altitude make training essential for their safe use.
Check: Mundane flying actions, such as cruising at altitude, do not require any checks. However, extreme manoeuvres may cause a succession of Pilot checks, all of which must be passed if the vehicle is to remain in control. See the rules on operating vehicles in **Chapter 6: Vehicles & Robots** for more details.

Profession (Wis; Trained Only)

Though rare in Mega-City One, a character with this skill is trained in a livelihood or a professional role, such as cook, tour guide, shop owner, miner, porter, steward, city engineer, and so forth. Profession is actually a number of separate skills, each relating to one such occupation and so a character may have several Profession skills, each with its own ranks and purchased as a separate skill. Profession checks may be made to create or make a relevant item or to answer questions based on his field of expertise. Profession checks tend to give less information than related Knowledge checks, but are also likely to be more practical in actual use, allowing a character to actually do things with his learning, rather than just being able to spout facts and figures.

Check: The character can practice a trade and make a decent living, earning one hundred times the check result in credits per week of dedicated work. However, many professions require that the character actually be employed and this can prove no mean feat in Mega-City One. The GM is the final arbitrator as to whether the character can actually practice his profession or not. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a steward on board a starship knows how to serve high class passengers, how to set up effective crew watches, and how to handle alien delegations of different cultures. The GM sets DCs for specialised tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought him, though another check may be made after this week to determine a new income for the next. An attempt to accomplish some specific task can usually be retried.

Special: Untrained labourers and assistants, if they are able to find work, earn an average of 35 credits per day.

Psi Scanning (Int)

A gifted character with psi-talent may use this skill to spy on someone with the *psi scan* psi-power.

Check: A character cannot use this skill without some psi-talent means to perform psi-scanning, such as the *psi-scan* psi-power or an appropriate psionic device. Use of this skill is described in Chapter 7: Psi-Talent. The *psi scan* psi-power allows a character to spy upon others, and this skill makes him far more competent in its use. This skill also improves a character's chance to notice when he is being scanned by another, as described under the *psi-scan* psi-power.

Special: Only characters with psi-talent may take ranks in Psi-Scanning.

Ride (Dex)

Almost all residents of Mega-City One know the basics of riding two and three-wheeled bikes, though there are few outside of the judges who are truly expert in their use. This skill demonstrates how well a character can ride all bikes, except those capable of hovering which require the Pilot skill.

Check: Mundane riding actions, such as driving along City Bottom, do not require any checks. Mounting or dismounting is a move-equivalent action that also requires no check. However, extreme manoeuvres may cause a succession of Ride checks, all of which must be passed if the bike is to remain in control. See the rules for operating vehicles in **Chapter 6: Vehicles & Robots** for more details. There are also other tasks a character may attempt to perform on a bike that require a Ride check.

Guide with Knees: The character can react instantly to guide his bike with his knees so both hands may be used for other actions, such as combat. Make the check at the start of the character's round. If the character fails, he can only use one hand this round because the other is needed to control the bike. Whilst guiding a bike with his knees, a character may make Drive actions as normal but may not make any manoeuvres listed in **Chapter 6: Vehicles & Robots – Manoeuvres** except Other Action.

Stay on Bike: The character can react instantly to try to avoid falling out of the saddle when the bike travels over rough ground or when he takes damage. The DC of this Ride check is increased by the amount of damage taken by the character.

Soft Fall: The character reacts instantly to try to reduce damage when he falls off the bike, such as when it is destroyed or goes out of control. Success in the check will result in the character taking half damage.

Fast Mount or Dismount: The character can mount or dismount a bike as a free action. If the character fails the check, mounting or dismounting stays as a move-equivalent action. He cannot attempt a fast mount or dismount unless he could perform the mount or dismount as a move-equivalent action normally in the round.

Special: Lawmasters have on-board gyroscopic stabilisers, as well as a highly intelligent computer brain. The bike grants a +2 circumstance bonus to all Ride checks made by its rider.

Table 2-6: Ride Checks

Riding Task	DC
Guide with Knees	20
Stay on Bike	5 + damage sustained
Soft Fall	15
Fast Mount or Dismount	20

Streetwise (Wis)

A character talented in this skill knows the inner workings of Mega-City One – where black market traders are likely to be found, the timing of typical judge patrols, which areas are likely to harbour violent juve gangs and such like. His sense for the street is uncanny and he may rarely be proved wrong. The Streetwise skill may also be used to garner sought after information over a period of time.

Check: By succeeding at a skill check at DC 15 and given an evening with a few (1d6 x 10 at least) credits for making friends by buying drinks and such, the character can get a general idea of what the major news items are in the sector, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information. The character may also make Streetwise checks to find out specific rumours, the locations of specific items, obtain a map or password, or anything similar. The DC for such use of Streetwise will be 20 to 25 or higher, as defined by the GM. The Streetwise skill may also be used to follow or track another character whilst on foot on the streets of Mega-City One. The pursuing character and target must remain within 100 feet of each other and opposing Streetwise checks are made every round. If the pursuing character successfully beats the skill check of his target, he is able to continue his pursuit. If the target betas his skill check, they will succeed in slipping away undetected.

Retry: Yes, but characters may draw attention to themselves if they repeatedly pursue a certain type of information. No retry is allowed when tracking another.

Technical (Int)

This skill is used to repair, build, disable or sabotage all manner of mechanical, electronic and robotic devices, from simple door locks to high-powered timed bombs. To use this skill, a character must have an appropriate set of tools (las-saw, hammer, electronic decoder, etc). Repairing or modifying any device will also require the relevant spare parts, at a cost determined by the GM.

Check: The GM makes the Technical check in order that the player does not necessarily know whether he has succeeded or not. It may become pretty obvious to the player that he has not been successful in repairing the power plant of an H-Wagon, but missing the main fuse on a time-delayed bomb may not become apparent until it actually detonates…The amount of time needed and the Difficulty Class for the check both depend on how complex the device is, as shown in **Table 2-7: Technical Check**.

Retry: Yes, though the player must be aware that he has failed in order to try again.

Table 2-7: Technical Check

Technical Device Complexity	Time Required	DC*	Example
Simple	1 round	10	Open a citizen's electronic door lock
Average	2d4 rounds	15	Repairing a street cannon
Difficult	2d10 rounds	20	Modify a Lawmaster so it may start without a judge's ident-chip
Complex	1d6 minutes	25	Disable a fusion bomb
Impossible	2d10 minutes	30	Remove self-destruct charge from a Lawgiver

* If a character wishes to avoid leaving a trace of his tampering with an existing device, add 10 to the DC of the Technical check.

Feats are special abilities and qualities that can greatly enhance a character and, in some cases, grant them almost superhuman powers. A street judge may have the Speed Roll feat, for example, allowing him to leap off his Lawmaster even whilst travelling at high speeds, whilst a perp might find the Resist Arrest feat beneficial to escape pursuing judges. Judge Dredd himself is well known for his incredible Endurance.

Judges are renowned for their superior training and capabilities and so receive further bonus feats, as described in **Table 3-1: Feats**.

Types of Feats

The majority of feats listed in this chapter are marked as general – any character who meets the prerequisites of these feats may take them. In addition, there are a range of special feats marked for the use of certain characters only.

Judge Feats

Feats marked as judge may only be selected by street and psi-judges. The intensive training each judge receives, the most demanding known to man, allows them access to a greater range of feats than the perps they pursue, granting a vital edge in the fight against crime.

Psi-Feats

Characters marked as having psi-talent (such as the psi-judge and rogue psyker prior life) are the only ones permitted to use psi-feats, though some villains in **Chapter 11: Creeps** may also have them. Such feats greatly enhance the power and flexibility of a psi-judge, allowing him to surpass the capabilities of any street judge.

Metapsi Feats

Only psi-talented characters may select a metapsi feat. As their skill and knowledge of psi-talents grows, psi-judges can learn how to manifest their powers in new ways that make them far more potent. A psi-talented character may learn to greatly magnify his psychic energy before unleashing it, or letting loose a power in a fraction of a second with but an idle thought.

Using a power in conjunction with a metapsi feat does not cause it to take any longer to manifest, but does increase the total power point cost to manifest the power. A psi-talented character may use multiple metapsi feats on a single power, with the extra power point cost being cumulative, but a power altered by metapsi feats can never cost more power points than the psi-talented character's level.

Existing Feats

The following feats from Chapter 5 of *The Player's Handbook* are used without change within judge Dredd the role-playing game. No other feat from *The Player's Handbook* may be used in Judge Dredd:

Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Endurance, Far Shot, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Run, Skill Focus, Toughness, Two-Weapon Fighting, Weapon Focus.

A full list of all feats useable, including the new ones described in this chapter, is shown in Table 3-1: Feats, along with the prerequisites needed to attain each feat.

Table 3-1: Feats

General Feats	Prerequisite
Alertness	-
Alien Anatomy	Medical skill
Ambidexterity	Dex 15+
Bike Leap	Ride skill
Bike Wheelie	Ride skill
Blind-Fight	-
Combat Reflexes	-
Control Crash*	Drive or Ride skills
Dodge	Dex 13+
Emergency Stop	Drive or Ride skills
Endurance	-
Far Shot	Point Blank Shot
Fool Birdie	Iron Will, Concentration & Bluff skills
Great Fortitude	-
Improved Bull Rush	Str 13+
Improved Critical*	Proficient with weapon & base attack bonus +8 or higher
Improved Disarm	Int 13+
Improved Initiative	-
Improved Recovery	Great Fortitude, Toughness
Improved Resist Arrest	Resist Arrest, Will save +2
Improved Trip	Int 13+
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher

Table 3-1: Feats

General Feats	Prerequisite
Improved Unarmed Strike	-
Iron Will	-
Lead Target	Base attack bonus +4 or higher, Point Blank Shot
Leadership	Must be at least 6th level
Lightning Reflexes	-
Luck of Grud**	-
Mobility	Dex 13+, Dodge
Multiattack	Three or more natural weapons
Point Blank Shot	-
Precise Shot	Point Blank Shot
Quick Draw	Base attack bonus +1 or higher
Rapid Shot	Dex 13+, Point Blank Shot
Resist Arrest	Will save +1
Run	-
Skill Focus*	-
Sure Grip	Base attack bonus +3 or higher, Str 13+
Toughness**	-
Track	-
Two-Weapon Fighting	-
Weapon Focus*	Proficient with weapon, base attack bonus +1 or higher
Weapon Proficiency*	-
Judge Feats	**Prerequisite**
Data Access	Skill Focus (computer use), Computer Use skill, Wisdom 13+
Drive-By Boot	Base attack bonus +4 or higher, Ride Skill
Improved Arrest	Cha 13+
Improved Interrogation	Cha 13+
Intuit Perp	Must be at least 8th level
Lightning Reload	-
Menacing Presence	Cha 13+
Nark*	Must be at least 8th level
Nerves of Steel	-
Rapid Aim	Base attack bonus +8 or higher
Sixth Sense	Base attack bonus +9 or higher
Speed Roll	Tumble skill, Dex 13+
Spot Hidden Weapon	Intuit Perp
Weapon Specialisation*	Weapon Focus, Base attack bonus +4 or higher
Psi Feats	**Prerequisite**
Body Fuel	Inner Strength, Talented
Combat Manifestation	Concentration skill
Greater Power	Power Penetration
Penetration	-
Inner Strength	-
Power Penetration	-
Psychic Inquisitor	Cha 13+, Psychoanalyst
Psychoanalyst	Cha 13+
Talented	Inner Strength
Metapsi Feats	**Prerequisite**
Enlarge Power	-
Extend Power	-
Maximise Power	-
Necrospan	-
Quicken Power	-

* A character may gain this feat multiple times. Its effects do not stack and instead apply to a new weapon or skill.
** A character may gain this feat multiple times and stack its effect.

Alien Anatomy (General)

Having made a detailed study of many different species from all over the galaxy, the character's medical knowledge now extends to alien biologies.
Prerequisite: Medical skill.
Benefit: The character no longer suffers a penalty when making Medical checks with alien species.

Bike Leap (General)

Through constant practice, the character can now perform amazing leaps on any bike, given enough room and a suitable ramp.
Prerequisite: Ride skill.
Benefit: Whilst on a bike, the character can now jump half again as far as he could normally.

Bike Wheelie (General)

By gunning his engine, the character can raise the front wheel of his bike and literally overrun his enemies.
Prerequisite: Ride skill.
Benefit: The character may now use his bike as an offensive weapon. Whilst travelling at slow or crawling speeds in a straight line on a bike, the character can overrun an opponent. A single attack roll is made against an opponent, a successful hit indicating the opponent has been overrun, dealing 3d6 points of crushing damage.

Body Fuel (Psi)

The character is able to fuel his psi-talent at the cost of his own health.
Prerequisite: Inner Strength, Talented.
Benefit: The character may temporarily reduce his Strength, Dexterity or Constitution ability scores in order to gain more power points. For every ability point reduced in this way, 2 power points are gained. The use of this feat is a free action. Ability scores reduced in this way are regained at the rate of one point per day.

Combat Manifestation (Psi)

Rarely distracted by the swirl of combat around him, the character can unleash his psi-talents even when directly attacked.
Prerequisite: Concentration skill.
Benefit: The character gains a +4 bonus to all Concentration checks made to manifest a power whilst on the defensive.

Control Crash (General)

The Drive or Ride skill is selected. The character must have the required prerequisite in the skill selected. He is now greatly skilled in mastering vehicles that have gone out of control, bringing them to a gentle rest as they skid, spin or roll.
Prerequisite: Drive or Ride skills.
Benefit: When consulting **Table 6.5: Control Loss**, the effect is one less than that indicated as long as the character is driving or riding the vehicle going out of control. For example, a vehicle spinning out of control will be reduced to merely skidding, while a juddering vehicle will be immediately brought under control.
Special: This feat may be selected more than once. Its effects do not stack but are instead applied to a different skill, either Drive or Ride.

Data Access (Judge)

Judges are trained to access and comprehend huge amounts of data very rapidly. A character with the Data Access feat has an almost inhuman ability to locate and analyse the information he searches for.
Prerequisite: Skill Focus (computer use), Computer Use skill, Wisdom 13+.
Benefit: The character need not make a Computer Use check when consulting MAC, being able to automatically find the information he requires. In addition, he also receives a +4 competence bonus to all Computer Use checks made when attempting to find information within other computer systems.

Drive-By Boot (Judge)

Judges often learn how to bring a fleeing perp down with a well-placed boot or swung daystick from the back of their Lawmaster.
Prerequisite: Base attack bonus +4 or higher, Ride skill.
Benefit: When the character is on a bike and using the charge action, he may move and attack as with a standard charge, but then move again in a straight line in the direction of the original charge. An attack of opportunity is not provoked by the use of this feat. This feat may only be used at speeds of 50 mph or less.

Emergency Stop (General)

Ever sensitive to the dangers of driving on Mega-City One's crowded streets, the character is able to bring his vehicle to an almost immediate stop when an emergency arises.
Prerequisite: Drive or Ride skill.
Benefit: The character can automatically decelerate any vehicle by two speed bands in a single action without having to make a Drive or Ride check.

Enlarge Power (Metapsi)
The character can manifest his psi-powers at far greater distances than normal.
Benefit: An enlarged power has its range doubled. An enlarged power costs a number of power points equal to its standard cost +2.

Extend Power (Metapsi)
The character can manifest psi-powers that last longer than normal.
Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

Fool Birdie (General)
An almost vital talent to possess on the street, as any perp will tell you, is the ability to fool the Birdie Lie Detectors carried by all judges. It takes a great deal of skill and self-control, but by being able to beat the Birdie's sensors, a perp may very well go free whereas another would be instantly arrested and taken to the nearest Sector House for further questioning.
Prerequisite: Iron Will, Concentration and Bluff skills.
Benefit: When the character is attempting to Bluff a judge, the judge may no longer receive the normal +10 bonus to his Sense Motive check for using a Birdie Lie Detector.

Greater Power Penetration (Psi)
The character is adept at overcoming the power resistance of his enemies.
Prerequisite: Power Penetration.
Benefit: The character gains a +4 bonus to manifester level checks (1d20 + manifester level) made to beat an enemy's Power Resistance. This bonus does not stack with the bonus from Power Penetration.

Improved Arrest (Judge)
The judge has an incredibly commanding presence, causing many perps to immediately surrender rather than face his judicial wrath.
Prerequisite: Cha 13+.
Benefit: The character gains a +4 competence bonus to all Arrest checks he makes.

Improved Interrogation (Judge)
Through fair means or foul, the judge excels in intimidating citizens and perps alike into giving him the information he needs to keep the streets safe and free of crime.
Prerequisite: Cha 13+.
Benefit: Through the use of this feat, the character may add his character level to all Intimidate checks made when questioning suspects.

Improved Recovery (General)
Unusually resilient, the character refuses to accept the inevitable and can cling on to life long after others would have simply given up.
Prerequisite: Great Fortitude, Toughness.
Benefit: When reduced to between –1 and –9 hit points, the character has a 50% chance to stabilise. In addition, any Medical check made to stabilise the character gains a +2 synergy bonus due to his remarkable resilience.

Improved Resist Arrest (General)
Driven on by sheer desperation and a desire to never spend life in the cubes, the character will never surrender to a judge, even if it is Judge Dredd himself!
Prerequisite: Resist Arrest, Will save +2.
Benefit: The character need never make an Arrest check – it is assumed he automatically passes.
Special: Note that player character citizens never have to make Arrest checks. This feat is intended solely for perps and other non-player characters.

Inner Strength (Psi)
The character is a repository for psi-talent and can manifest many more powers than others.
Benefit: The character gains +2 power points.
Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain +1. So for example, if Psi-Judge Billings took Inner Strength three times, she would receive two extra power points for the first Inner Strength feat, three extra power points for the second and finally four extra points for the third time the feat is taken.

Intuit Perp (Judge)

Life on the streets grants many judges a kind of sixth sense. Just by watching a crowd, they can soon pick out the perps from the innocent citizens.
Prerequisite: The character must be of 8th level or higher.
Benefit: The character may use this feat as a full round action. By simply tuning his awareness to the street, he may locate a nearby perp. When this feat is used, the character makes a Spot check, opposed by the Hide check of the nearest perp within 30 feet of his current position. Note that the character must have a clear and unobstructed view of any such perp, and that this feat does not grant the character knowledge of the perp's misdeeds, just that he has an aura of guilt that indicates he has done something wrong!

Leadership (General)

The character has great force of personality and is able to lead large groups.
Prerequisite: The character must be of at least 6th level.
Benefit: Having this feat enables the character to attract loyal companions, devoted followers and subordinates who assist him. **See Chapter 9: Life on the Streets** for more details.

Lead Target (General)

The character is an expert shot and has learnt to lead targets with ranged weapons in order to greatly increase their accuracy.
Prerequisite: Base attack bonus +4 or higher, Point Blank Shot.
Benefit: The character can halve all ranged attack penalties for firing at a fast moving target.

Lightning Reload (Judge)

Intense training and practice allow many judges to reload their Lawgivers at an extremely rapid rate, barely cutting into their firing time.
Benefit: The character can reload his Lawgiver as a free action, so long as the spare magazine is immediately to hand or within his utility belt.

Luck of Grud (General)

The character has immense good fortune – someone high above obviously likes the character for he rarely seems to have any bad luck.
Benefit: Having this feat enables the character to re-roll any one dice roll he makes once per day. The result of the second roll must be accepted, even if it is worse than the first.
Special: This feat may be selected multiple times. Every time it is selected, the character may re-roll another dice each day. Any dice roll may only ever be re-rolled once, regardless of how many times this feat has been taken.

Maximise Power (Metapsi)

The character is able to manifest his powers in a deadly fashion, pushing the very limits of what is possible with his psi-talent.
Benefit: All variable, numeric effects of a maximised power are maximised. A maximised power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed rolls are not affected, nor are powers without random variables. The maximised power costs a number of power points equal to its standard cost +6.

Menacing Presence (Judge)

The eyeless helmet and imposing armour of a judge can be a terrifying sight for any citizen of Mega-City One, and many judges capitalise on this respect, generating an aura of fear that shakes the guilty into making a move or even giving themselves up.
Prerequisite: Cha 13+.
Benefit: The use of this feat is a full round action. When performed, the GM should make a secret opposed Charisma check between the character and any perps within 30 feet that are attempting to pass themselves off as innocent citizens. Any perp that fails this roll will reveal his true intentions and an immediate Arrest check is made. If the perp succeeds in this second check, he is likely to either fight or flee. However, if a character ever rolls a 1 whilst using this feat, an innocent citizen will instead reveal himself as a perp, believing that somewhere, somehow, he has actually committed a crime! An Arrest check is made as normal and, if the citizen succeeds, he may fight or flee, just as a perp would.

Multiattack (General)

Creatures with this feat are able to launch a succession of devastating attacks with their natural weapons, with dreadful accuracy.
Prerequisite: Three or more natural weapons.
Benefit: The creature's secondary attacks with natural weapons suffer only a –2 penalty.
Normal: Without this feat, the creature's secondary natural attacks suffer a –5 penalty.
Special: This feat is intended for use with creatures, aliens and mutants who have many natural weapons. It is highly unlikely that a player character will ever want or need such a feat.

Nark (Judge)

Many judges cultivate relations with minor criminals on the street, knowing that by overlooking their minor crimes, they will likely gain tips on far greater perps.
Prerequisite: The character must be of 8th level or higher.
Benefit: The character gains a nark, a minor criminal with connections into the underworld of Mega-City One. The use of narks is covered in more detail in **Chapter 12: Campaigns in Mega-City One**.
Special: This feat may be selected more than once, gaining the character another nark each time.

Necrospan (Metapsi)

Through the use of this metapsi feat, the character can now cast his mind forth across the limbo of death and employ his psi-talent on the deceased.
Benefit: Any psi-talent may be used upon a dead creature as if it were still living. Saving throws and opposed rolls apply as normal, as the character attempts to touch upon the spirit of the deceased. The maximised power costs a number of power points equal to its standard cost +8 for every ten minutes, or part of, the subject has been dead.

Nerves of Steel (Judge)

Utterly unshakeable in the midst of great danger, judges are taught to remain calm at all times, focusing their energies and efforts into ridding the streets of criminal scum.
Benefit: The character gains a +4 bonus to all Concentration checks he is forced to make. He also gains a +4 bonus to all saving throws made against effects.

Power Penetration (Psi)

The character's psi-talent is especially potent, smashing through ordinary defences.
Benefit: The character gains a +2 bonus to manifester level checks (1d20 + manifester level) made to beat an enemy's Power Resistance.

Psychic Inquisitor (Psi)

It is impossible to lie to the character, for he always knows when another is attempting to conceal the truth.
Prerequisite: Cha 13+, Psychoanalyst.
Benefit: When a living humanoid lies directly to the character, he will perceive it. The character can detect a maximum number of lies per conversation equal to his Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. The character may decide when to begin using this feat during a conversation.

Psychoanalyst (Psi)

The inner workings of the mind are the preserve of the character and they can use this knowledge to directly manipulate others.
Prerequisite: Cha 13+.
Benefit: The character gains a +2 bonus to all Diplomacy, Bluff and Intimidate checks made against living humanoids with an Intelligence score of 4 or higher. The character also gains the same +2 bonus on Charisma checks used to influence or interact with living humanoids that have an Intelligence score of 4 or higher.

Quicken Power (Metapsi)

The character is able to manifest his psi-talent with but a brief thought.
Benefit: Manifesting a quickened power is a free action though a character may only manifest one quickened power per round. A power whose time to manifest is more than 1 full round cannot be quickened. The quickened power costs a number of power points equal to its standard cost +8.

Rapid Aim (Judge)

Having trained long and hard on the shooting ranges at their Sector House, many judges are able to aim extremely rapidly, greatly enhancing their accuracy.
Prerequisite: Base attack bonus +8 or higher.
Benefit: The character can aim with a ranged weapon as a standard action.

Resist Arrest (General)

Determined to never spend time in an iso-cube, some perps show a remarkable resilience to a judge's call for them to surrender.
Prerequisite: Will save +1.
Benefit: The character may add double his character level as a bonus to any Arrest checks he is forced to make.
Special: Note that player character citizens never have to make Arrest checks. This feat is intended solely for perps and other non-player characters.

Sixth Sense (Judge)

A judge risks his life every time he takes to the streets, for there are many violent perps who regard it as the ultimate achievement to murder a judge on patrol. Many judges soon develop a sixth sense, feeling distinctly uncomfortable as the hairs rise on the back of their necks whenever someone takes aim at them.

Prerequisite: Base attack bonus +9 or higher.

Benefit: The character knows when someone is taking aim at him, even if he cannot see his opponent. Note that this feat only lets a character know when someone is aiming at him and no information as to his opponent's location or what weapon they are using may be gained.

Speed Roll (Judge)

A common talent demonstrated by many judges, the speed roll is a standard procedure taught at the Academy of Law that allows a judge to roll from fast-moving vehicles whilst taking little damage.

Prerequisite: Tumble skill, Dex 13+.

Benefit: When dismounting from a moving vehicle, the character takes half the damage normally dealt.

Spot Hidden Weapon (Judge)

With sharp eyes and attention to the way a citizen walks, a judge can often tell whether a hidden weapon is being carried by a suspect.

Prerequisite: Intuit Perp.

Benefit: The use of this feat is a free action and may be used on any citizen within 30 feet. When used, the GM makes a secret Spot check on behalf of the character at DC 20. The character gains a +4 competence bonus to spot weapons of large size or greater, and a –4 penalty to spot weapons of small size or smaller. Success will indicate the character has spotted that the suspect is carrying a concealed weapon, if such exists. He will not be able to tell what kind of weapon it is.

Sure Grip (General)

A master of combat, the character is capable of wielding large weapons in one hand.

Prerequisite: Base attack bonus +3 or higher, Str 13+.

Benefit: The character can use a ranged or melee weapon one size class larger than himself in just one hand. All attack rolls made with this weapon are made with a –2 penalty.

Normal: Only weapons of the same size as a character can be used in one hand.

Talented (Psi)

The character is truly gifted in his psi-talent and is able to manifest many powers.

Prerequisite: Inner Strength.

Benefit: The character can manifest three extra levels 0 powers for free per day.

Track (General)

The character is adept at tracking his prey through the busy streets and Ped-Ways of Mega-City One, be it an escaping perp or hapless victim.

Benefit: So long as the target being tracked or evidence of its passing (such as a path of destruction, or infra-red viewing of footprints) is kept in sight, the character will automatically pass all Streetwise checks to follow it. This feat may not be used on a target more than a mile away from the character.

Special: A character without this feat can use the Streetwise skill to track an opponent, as detailed in **Chapter 2: Skills**.

Weapon Proficiency (General)

A character with the Weapon Proficiency feat selects one of the following: Melee, Grenade, Pistol, Rifle, Heavy, Vehicle, Starship or Exotic weapons. The character is skilled at using the selected weaponry.

Benefit: The character may now use the selected weapons without penalty. Note that melee, grenade, pistol, rifle and heavy weapons enable a character to use all weapons in those categories without penalty. A character selecting exotic weapons may only choose one single weapon marked as exotic for each weapon proficiency feat he takes.

Normal: If a character attempts to use a weapon he is not proficient with, he suffers a –4 penalty to all attack rolls.

Weapon Specialisation (Judge)

A single weapon is chosen, such as street cannon or stub gun. The character is especially good at inflicting damage with this weapon, causing horrific injuries whenever he strikes.

Prerequisite: Weapon Focus (same weapon as that of Weapon Specialisation), Base attack bonus of +4 or higher.

Benefit: The character adds +2 to all damage rolls made with the selected weapon. This feat may only be used with ranged weapons if the target is within 60 feet.

Special: The character can gain this feat multiple times. Each time the feat is taken, a new weapon is selected.

The citizen of Mega-City One has a bewildering array of options on which to spend his credits – vehicles, crazes, gadgets and hobbies, all manner of Justice Department Approved items intended to keep a citizen's mind occupied and away from criminal pursuits. Perps, however, regularly engage in black market dealings where they can find many goods deemed illegal in the city, from banned vices to weapons and high explosives. To combat the growing waves of crime, judges on the streets are equipped with the very best the Justice Department can supply and each carries with him a veritable arsenal on board his Lawmaster.

This chapter details all manner of items available in Mega-City One, and how to go about purchasing them.

Equipping a Character

Street judges and psi-judges start with a set amount of equipment which they will keep throughout heir careers. In special Justice Department operations they may be granted the use of more specialised gear but, for regular patrols, their equipment never varies and is expected to provide them with all the tools they need to fight crime on the streets.

Citizen characters have an amount of credits determined by their prior-life and may initially purchase anything they can afford from the equipment lists in this chapter. As the game progresses, however, they will find items on the black market much harder to find, so a player should be careful when deciding what to buy for his character when it is first created.

All items on the open market are routinely available in Mega-City One, no matter how expensive, and a citizen will rarely have to leave his own block in order to find a particular item or have it delivered. The black market, however, carries its own dangers as items here tend to cost a great amount of credits and mere possession of them can land a citizen a long stretch in the iso-cubes.

Wealth & Credits

Whenever using electronic transfers, plastic slugs or hard cash, every citizen in Mega-City One pays his way for the things he wants with credits. The credit is the standard currency used within the city and may be used to purchase anything from a simple kitchen utensil to a giant mo-pad, so long as the citizen is wealthy enough.

The groat is the standard currency used for inter-stellar and even inter-galactic trading, and though it is rarely seen in Mega-City One beyond the spaceports, all but the smallest traders will usually accept it. The current rate of exchange is one credit to every three groats.

Standard Income

With over 87% of the population of Mega-City One out of work, it is down to the city and the Justice Department itself to support the citizens. To this end, every citizen within Mega-City One not in an iso-cube and not currently wanted by the Justice Department is granted 299 credits per week with which to support themselves. With many citizens choosing to live in the apartment assigned to them by the Housing Department (either a slum block or city block, at the discretion of the GM), and thus not paying rent, this small amount of money not only allows them to live but also to indulge in whatever past-times they desire – something the judges approve of, as citizens with hobbies, interests and leisure pursuits are far easier to govern than those who live in a perpetual state of boredom.

Judges have all their needs met by the Justice Department and are commonly stationed within a Sector House that forms the hub of all judicial activity in the surrounding area of the city. They receive no monthly pay for their duty and only senior judges are awarded the privacy of their own apartment in a block somewhere within Mega-City One.

Selling Loot

In general, a citizen can sell any of his possessions for half of its listed value in the equipment lists. In game terms, he can simply swap the item for half its value in credits, as it is assumed he will sell it to a neighbour, friend or pawn shop. However, illegal or proscribed items must be sold on the black market, as detailed below.

The Black Market

Many of the weapons and equipment detailed below are listed as having a black market cost. Citizens should be warned mere possession of any such item is an offence and will be guaranteed to land them in an iso-cube for anything between 1 and 20 years if a judge should ever find them! That said, the black market is rife in Mega-City One, not least because of the Justice Department's own efforts to prohibit many items deemed as too dangerous to he allowed into the hands of a citizen.

However, virtually every citizen in Mega-City One will at least know somebody who will know somebody who can get their hands on illegal goods for the right price, of course. Any item listed below with a black market price *is* illegal to purchase and own. This need not stop a citizen buying it, as there will be plenty of shady characters willing to sell, but he must take care he is not discovered by the judges. Those items without a black market cost may be freely purchased and owned by any citizen.

Many items have both a regular and a black market cost listed - such items are still illegal and thus must be bought on the black market, but the regular cost is given in the event that a character actually manages to gain a permit from the Justice Department that grants him the privilege of legally owning them. For example, a private investigator who has kept his nose clean and proved of great help to the judges may, just may, be allowed to purchase a firearms permit legally. However, whilst such permits are not generally very expensive, they do require a citizen possess no criminal record at all - a very rare occurrence in Mega-City One.

Justice Department issue equipment and weapons are kept firmly in the hands of the judges. It is possible for a black market trader to get hold of these items for high paying customers, but the cost is likely to be astronomical, given the risks involved in procuring them. Such situations are left to the GM's discretion.

Justice Department Issue

All street judges and psi-judges are given the same equipment by the Justice Department with which to engage in their regular crime patrols. In general, this equipment is of the very highest quality and commands an extremely high price on the black market, if it is available at all.

All judges, street or psi, are equipped with the following as standard:

Body Suit Uniform
Mk II Helmet
Mk II Lawgiver firearm
Boot Knife
Mk ITT Lawmaster bike

Within Gloves:
Chronometer
4 Bleepers

Within Utility Belt:
Birdie Lie Detector
Breathalyser
2 Handcuffs
Medipack
Override Card
Pollution Meter
4 Lawgiver Magazines
Lawgiver Silencer
2 Stumm Gas Rounds

Within Mk III Lawmaster Bike Stowage Pods:
8 Handcuffs
12 Lawgiver Magazines
2 Bike Cannon Magazines
Scattergun
24 Scattergun Cartridges
4 Stumm Gas Grenades
3 Plasteen Hi-Ex Charges
Daystick
Binoculars
Cling Net
Rad-Cloak
Fire Foam
Flashlight
2 Medipacks
4 Street Rations

The General Arms Mk II Lawgiver

The standard issue firearm of every judge on the streets, the Lawgiver Mk II is one of the most sophisticated weapons available anywhere within Mega-City One and is designed to give a judge the capability to handle virtually any situation he may encounter. Carried in the right boot holster, there are few weapons that can match either its versatility or its raw firepower. The Lawgiver can fire Standard Execution rounds, as well as five different types of specialised warheads. In addition, the Lawgiver Mk II also has an in-built Stun-Shot Energy Pulse system, as well as the capability to fire clip-on Gas round grenades. The Lawgiver is a pistol weapon.

Fast Focus Viewfinder: The through-band targeting system, featuring target lock and multi-track selection, allows a judge to ignore half of any ranged penalty he suffers whilst taking an aiming action with the Lawgiver

Self-Destruct Charge: Each Lawgiver is programmed to be fired only by its owning judge, in order to deny perps the use of this highly lethal weapon should they manage to kill a judge on the streets. A highly sensitive ultrasonic palm scanner set into the pistol grip (on either side, to allow left or right-handed firing) scans the user's hand print every time the Lawgiver is fired, powerful enough to penetrate any standard glove. If the scanned hand print does not match that of the owning judge, or is unreadable, the Lawgiver's on board computer will automatically detonate the high-explosive charge also set within the grip when the trigger is pulled, dealing 3d10 (AP 12) points of damage to the user.

The Lawgiver Magazine

Each bulky Lawgiver magazine is in fact am intricate mechanism that enables a judge to launch a wide variety of ammunition types at any criminal who threatens innocent citizens. Six ammunition types are stored within the standard magazine. and a judge may manually select any when firing, as a standard action, or may issue a verbal command for the gun to select the ammunition type itself, as a free action, whereupon the Lawgiver will vocally confirm the round being used. Each magazine carries 30 Standard Execution rounds that may be rapid-fired for further lethality. In addition, a fast-loading wheel contained within the front of the magazine holds five highly specialised types of warhead that grant the Lawgiver much of its flexibility - Armour Piercing, Hi-Ex, Ricochet. Incendiary and Heatseeker. This loading wheel 'caps' Standard Execution rounds with the specialised warheads as they cycle into the firing chamber on demand from the firing judge, with such speed that even these warheads may be rapid-fired. However, a rapid-firing Lawgiver may only fire one type of round at a time - a judge may not mix-and-match rounds when rapid-firing. There are 3 warheads of each specialised round type stored within the standard Lawgiver Magazine.

Armour Piercing Round: As one of the specialised warheads capped on to Standard Execution rounds in the Lawgiver firearm, the Armour Piercing round is capable of punching through two inches of plastisteel plating, allowing a judge to engage all manner of armoured targets on an equal footing.

Gas Round: The Gas round is unusual when compared to the other specialised warheads of a Lawgiver, in that it is not held within the magazine and is instead clipped on to the front of the barrel prior to firing as a move equivalent action. Powered by a single Standard Execution round, the Gas round is, in effect, a propelled Stumm Gas Grenade and may not be rapid fired. In all respects, the Gas round functions as a Stumm Gas Grenade, but has a reduced area of effect of 20 feet, though with a far greater range.

Heatseeker Round: By capping a highly sophisticated guided warhead to a Standard Execution round a judge may be guaranteed of almost never missing a perp when he fires. Linked to the target acquisition sensor of the Lawgiver, the Heatseeker round (also called a Hotshot) uses small fins and air vents to automatically guide itself to a target when fired. The Heatseeker grants a +4 bonus to attack rolls made against human targets further than 60 feet away, as the warhead will not arm within this range and be simply used as an ordinary Standard Execution round. Designed to home in on body heat alone, the Heatseeker may only be used against humans and will not grant a bonus to attack rolls against aliens, vehicles or robots.

High-Explosive Round: Also simply termed Hi-Ex, these warheads are the most lethal a Lawgiver can fire. Designed to explode powerfully on impact, they spread their devastation across a 10 foot area of effect and are powerful enough to damage even buildings and large vehicles with ease.

Incendiary Round: Filled with a highly unstable and volatile chemical, the Incendiary warhead shatters on impact and ignites, spreading fire over any target. Incendiary rounds deal 2d6 points of fire damage when they strike a target and have an area of effect of *5* feet. They will continue to burn for 1d6 rounds, generating further 1d6 points of fire damage every round until extinguished. See **Chapter 10: A Tour of Mega-City One** for further details on fire damage.

Ricochet Round: One of the more unusual warheads capable of being fired from the Lawgiver, the Ricochet has a reinforced rubber-based tip, allowing it to actually bounce off solid surfaces, creating a lethal web of death within a tight enclosed space. However, its relatively soft tip tends to cause less damage than other rounds and so Ricochet is also sometimes used by judges who must bring a suspect in for questioning, and yet are beyond the range of the Stun-Shot Energy Pulse. In open spaces, the Ricochet round grants no additional bonuses. However, in an enclosed area (passage, corridor or room) of 20 square feet or less, each Ricochet round will begin bouncing off walls, floors and ceilings, counting as being Rapid Fire 3 against each target present within the area. In enclosed areas of 10 square feet or less, the Ricochet counts as Rapid Fire 6 and, in enclosed areas of *5* square feet or less, Rapid Fire 10. Ricochet rounds 'bouncing' in this manner ignore all bonuses and penalties to their attack rolls (such as the firer's base attack bonus, or the penalty for being rapid fired) but may not be used in conjunction with called shots.

Standard Execution Round: The normal Lawgiver magazine carries 30 Standard Execution rounds, solid shells propelled by a highly unstable element known as Argon 88b. The Standard Execution round provides a judge with a general all-round utility capable of engaging almost any enemy he must face on the street. However, each round is highly adaptable, for the magazine is able to 'cap' each Standard Execution round with an Armour Piercing, High Explosive, Ricochet, Incendiary or Heatseeker warhead, greatly expanding its capability in the field. In addition, a Standard Execution round may also be used to power the clip-on Gas round a judge may attach to the barrel of his Lawgiver.

Stun-Shot Energy Pulse: Powered by the Lawgiver's own internal power supply, the Stun-Shot Energy Pulse is rarely used due to its extremely low range, but does provide a judge with the option of immediately subduing all but the toughest of perps without causing any lasting harm. Though the Stun-Shot Energy Pulse has a maximum range of 10 feet, any target struck by it will be dealt 2d10 points of electricity subdual damage. However, the effects of the Stun-Shot Energy Pulse are notoriously short-lived and damage lost in this way will be regained at the rate of one point per round, instead of one point per hour as is usual for subdual damage, and so a judge must apprehend his perp quickly if he is not to escape. The Stun-Shot Energy Pulse may be used 12 times before the Lawgiver must be recharged at the judge's Sector House. Alternatively, the Lawgiver may be recharged from a Lawmaster in ten minutes.

The Mk III Lawmaster

As much a signal of the judges' ultimate authority as their uniform or Lawgiver firearm, the Mk III Lawmaster bike is a highly versatile vehicle. Heavily armoured to endure a great deal of punishment, heavily armed to destroy almost any other vehicle on the street and yet still fast enough to pursue any perp, the Lawmaster is perhaps the ultimate crime-fighting tool after a judge himself.

Size: Large; **Defence Value:** 12; **Damage Reduction:** 15; **Hit Points:** 20; **Speed:** 350 (bike); **Weapons:** Twin-linked Bike Cannon 2d10/8 (Bs), Cyclops Laser Cannon 4d10/20 (Bs); **Crew:** 1; **Passengers: 1; Cargo:** 50 lb.

Bike Computer Software Capacity: 8.
Software Packages: Ride +2; Emergency Stop.
Special: Includes automatic target acquisition system, autopilot and fire control system +1.

The full rules for vehicles and computers can be found in **Chapter 6: Vehicles & Robots**.

The Mk III Lawmaster bears a Cyclops Phylon TX Laser Cannon and twin bike cannon as standard armaments, together with a holster for an auxiliary scattergun. The on-board bike computer is a multi-functional device that allows a judge to access any Justice Department resource quickly and easily, whilst also possessing the capability, through the use of gyroscopic stabilisation, to actually drive the bike without a judge on board, and even fire its weapons! Even the patented Firerock tyres are a triumph of design, for they are able to maintain a strong grip at all speeds, in all conditions, and yet are completely bullet-proof. Two storage pods slung either side of the rear wheel permit a judge to carry a great deal of equipment with him at all times, but the Notron 4000 cc V8 KT23 engine can propel this heavily laden machine to speeds well in excess of three hundred miles per hour.

Bike Cannon: Based on the heavy duty street cannon of other Justice Department vehicles such as the Pat-Wagon, the Lawmaster's bike cannon are lethal weapons, fully capable of bringing the largest vehicle to a stop with ease. The two cannon, mounted within the fairing of the Lawmaster, are twin-linked and thus must always be fired together, as detailed on p76. Each bike cannon stores 30 rounds within its magazine.

Bike Cannon Flare Round: Fired from the Lawmaster's bike cannon, the flare round is used primarily to launch visual distress calls, though it has the secondary benefit of instantly illuminating any darkened space. Each bike cannon stores a single flare round within its firing mechanism, which may be launched on manual or verbal command though as the bike cannon are twin-linked, both flare rounds must be launched at the same time. Flares will illuminate a circular area of 90 feet and last for 1 minute.

Bike Computer: The Synitron GK13 auto-pilot computer forms the heart of the Lawmaster, and is responsible for keeping a judge on his bike and active, even in the most adverse of conditions. In order to achieve this, the bike computer's gyro logic units make the entire vehicle both light to control and yet very stable as they constantly make corrections to the bike's speed and position on the road. The bike computer is sophisticated enough to control the Lawmaster without a judge's input altogether. Linked into the Likron GS 4T telecommunications unit, the bike computer is also capable of connecting its judge with virtually any resource of the Justice Department quickly and easily, with the minimum of interaction from the judge himself. The Likron GS 4T has a maximum range of well over 160 miles. Just like the Lawgiver, the bike computer can accept verbal commands from its judge, and relay information either verbally or on its high-resolution screen. The bike computer combines an automatic target acquisition system (see **Chapter 6: Vehicles & Robots**) with fire control, allowing it to fire the Lawmaster's weapons without intervention from the judge at a base attack bonus of +1.

Cable Winch: Mounted under the rear fairing, just behind the wheel, is a Tikkra TT cable winch with 20 yards of line. Fully motorised, the cable is stressed for weights of over one ton, though the Lawmaster can realistically pull only half of this before losing stability.

Cyclops Laser Cannon: Generally considered to be the most powerful weapon, shot-for-shot, a judge on the streets has at his disposal, the cyclops laser cannon, centre-line mounted on the Lawmaster's front fairing, is capable of punching through over a foot of armoured plastisteel plating. However, it draws an incredible amount of energy from the Lawmaster's own power plant with shots and takes a long time to recharge between each shot, making it a weapon to be used only in the most dire of circumstances. When used on a Lawmaster, a cyclops laser will take one minute to recharge its massive capacitors before being able to fire again.

Headlamps: The Lawmaster has a very distinctive front end, dominated by a large plastisteel eagle and its array of five headlamps. The main headlamp is perched between the handlebars and, at full power, is capable of illuminating targets over a mile away. The secondary headlamps are automatically switched on by the bike computer when travelling through smoke or fog, or when the judge requires as much light as possible.

Code 99 Red Emergency Call: Mounted behind the bike computer on every Lawmaster is a quick release emergency button. Upon activation, this will send out a Priority One (Code 99 Red) Judge in Distress call to every Justice Department unit within *5* miles.

Siren: All Lawmasters carry a high-powered siren to alert citizens of a judge in hot pursuit of a perp. The maximum power setting of a Lawmaster's siren is deafening, having a clear range of about a mile, though that is of little discomfort to a judge wearing his helmet. Senior judges are sometimes permitted to alter the tone and frequency of their sirens so as to create a distinctive sound, allowing perps to know just who is tracking them down.

Table 4-1: Justice Department Standard Issue Weapons

Weapon	Dmg	AP	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Size	Weight	Type
Bike Cannon	2d10	8	-	x2	6	30	300 ft.	Large	45 lb.	Projectile
Flare Round	1d6	0	-	-	1	1	300 ft.	-	-	Bludgeoning
Boot Knife	1d6	2	-	18-20/x2	1	-	10 ft.	Tiny	1 lb.	Piercing
Cling Net	-	0	-	-	-	1	10 ft.	Medium	1 lb.	-
Cyclops Laser Cannon	4d10	20	-	18-20/x2	1	-	400 ft.	Large	90 lb.	Energy
Daystick	1d8	0	-	x2	-	-	-	Medium	3 lb.	Bludgeoning
Lawgiver MK II	-	-	-	-	-	-	-	Small	3 lb.	-
Standard Execution	3d6	4	-	19-20/x2	3	30	200 ft.	-	-	Projectile
Armour Piercing	3d6	15	-	19-20/x2	3	3	150 ft.	-	-	Projectile
Heat-Seeker	3d6	3	-	19-20/x2	3	3	100 ft.	-	-	Projectile
High-Explosive	3d10	12	10 ft.	x3	3	3	100 ft.	-	-	Projectile
Incendiary	2d6	-	5 ft.	x2	3	3	150 ft.	-	-	Projectile
Ricochet	2d6	0	-	x2	3/special	3	100 ft.	-	-	Projectile
Gas Round	-	-	20 ft.	-	1	-	30 ft.	-	-	Gas
Stun-Shot Energy Pulse	2d10	-	-	-	1	12	10 ft.	-	-	Energy
Plasteen Hi-Ex Charge	2d12	16	10 ft.	-	1	-	-	Tiny	2 lb.	Projectile
Scattergun	2d6	2	5 ft.	x2	1	12	30 ft.	Large	6 lb.	Projectile
Stumm Gas Grenade	-	-	30 ft.	-	1	-	20 ft.	Tiny	1 lb.	Gas

Weapon Descriptions

Boot Knife: Kept within the left boot holster and designed purely as an emergency weapon for judges who have expended all other options, the Justice Department issue boot knife is perfectly balanced for throwing and has a lethally serrated inside edge. Those carried by psi-judges are of solid silver, for use against all manner of psychic entities, though this is not commonly known by the citizens and perps of Mega-City One.

Cling Net: The cling net is stored In the Lawmaster's stowage pods; every judge carries a cling net to apprehend fleeing perps. Any medium-sized or smaller target struck will be automatically entangled, suffering a -2 penalty on attack rolls and -4 to Dexterity. The entangled target may only move at half speed and may not charge or run. Entangled targets may escape from a cling net by either making an Escape Artist check at DC 25 or burst free with a Strength check at DC 30, as a full round action. A cling net may only be thrown whilst properly folded. It takes 2 rounds to properly fold a thrown Cling Net.

Daystick: Carried upon the utility belt as standard by the Riot Squad, street and psi-judges usually leave theirs within the Lawmaster's stowage pod until needed, due to its extra bulk. Little more than a lightweight club, the daystick is an unsophisticated weapon designed to beat unruly perps and mobs unconscious, rather than execute needlessly. The daystick causes subdual damage. However, any critical hit caused by a daystick will cause real damage, so a judge must always take care when wielding this weapon.

Plasteen Hi-Ex Charges: Carried within the Lawmaster stowage pods and used to gain entry through reinforced doors and blast apart immovable rubble, these high explosive charges are flat packs with a molecular bonding surface on their underside, allowing them to be attached to virtually any surface as a standard action. Each charge can either be set for a time delayed explosion of up to one minute as a full round action, or be detonated by a small detachable remote at a distance of up to 200 metres, as an attack action.

Scattergun: Much like the boot knife, the scattergun is a Back-up weapon for the judge on the street, though it is also often used by judges pressed into riot duty in an emergency. Mounted in a holster on the right side of the Lawmaster, the scattergun is based on the stump gun carried by many perps, firing numerous pellets with each cartridge rather than a single solid, killing, shot. The scattergun holds 12 cartridges below its barrel, each pumped into the firing breach prior to firing as a free action. Reloading a scattergun is a full round action, as described in **Chapter 5: Combat**. The scattergun is a rifle weapon.

Stumm Gas Grenade: Causing extreme nausea and discomfort, the Stumm Gas Grenade is typically used by judges on the street to quell rioting and can pacify large numbers of perps at once. However, judges are also warned that a small portion of Mega-City One's citizens can exhibit an allergic reaction to Stumm Gas, causing serious injury or even death, and so care must be taken to avoid random use. The standard Stumm Gas Grenade has an area of effect of 30 feet and will disperse in 1d6 rounds. Any human inhaling Stumm Gas must make a Fortitude save at DC 20 or be rendered helpless for 1d6 minutes as they fall to the floor, vomiting and suffering painful spasms. However, any human rolling a 1 on this Fortitude check may form a potentially lethal reaction to the Stumm Gas. He must make another Fortitude check at DC 10 or be immediately reduced to -1 hit points. From this point on, he must always make this second Fortitude check whenever succumbing to the effects of Stumm Gas, as an allergy to the weapon will have taken hold.

Equipment Descriptions

Binoculars: Vastly superior to most citizen models, the Justice Department issue binoculars are electronically augmented with a highly accurate range-finder and have automatic infrared filters, allowing their use within darkened environments or at night. These binoculars can be remotely linked to the bike computer of any Lawmaster, allowing a judge to transmit the images he sees to other judges or his Sector House. Justice Department issue binoculars also allow a judge to spot target silhouettes of human body heat or greater through up to one foot of solid rockcrete or three inches of plastisteel.

Birdie Lie Detector: Also known as a perp's worst enemy, this is one of the most feared devices a judge carries. By monitoring the voice pattern, heart rate and perspiration of any subject within 5 feet, the Birdie Lie Detector is able to verify the truth of any suspect's words. The Birdie Lie Detector grants a +10 bonus to all Sense Motive checks a judge makes when questioning a suspect. This device only works on humans and will only indicate whether a suspect is lying, not what his lie actually is.

Bleeper: Using a molecular adhesive, bleepers are tiny transmitters that generate a strong signal that may be tracked by any Justice Department vehicle, including a Lawmaster. Used to flawlessly track both vehicles and suspects, they may be placed securely on any surface as a standard action. A bleeper emits a continuous signal that may be tracked up to a distance of 6 miles.

Body Suit Uniform: As well as guaranteeing that a judge cuts an imposing and menacing figure on the streets that few citizens would be willing to tangle with, the Justice Department uniform issued to all judges provides a great deal of protection to a judge, from its plastisteel shoulder, elbow and knee pads, kevlar mesh boots and gloves, and toughened body suit. Female judges below 5 feet and 10 inches in height are required to wear high-heeled boots in order to maintain the desired image of justice-imposed authority. Any judge wearing full uniform gains Damage Reduction 6 and Electricity Reduction 4. In addition, a chronometer is attached to the underside of the left-hand glove. Two bleepers are carried in the pouches mounted on the back of each glove.

Breathalyser: The breathalyser carried by all judges can instantly monitor the breath of any suspect who exhales into it. It will automatically display whether a suspect has consumed any of the following proscribed substances within the past 24 hours; Booze (alcohol), Class A drugs, Ganja or Umpty Candy, the most commonly ingested illegal vices in Mega-City One that can be detected in this way.

Fire Foam: Designed to give a single powerful burst of fire-quenching foam, this canister allows every judge on the street to fight small fires. The use of Justice Department issue Fire Foam will automatically put out one medium-sized fire.

Flashlight: The long-lived Justice Department issue flashlight is said to never need recharging, and provides a powerful beam that extends in a cone up to 300 feet long and 20 feet wide.

Handcuffs: The Justice Department Handcuff is a triumph of engineering. Moulded from solid plastisteel, once placed upon a suspect, they may only be removed at a Sector House or by very heavy-duty cutting tools. Designed to tighten whenever a suspect struggles, they can keep almost anyone from escaping once attached to a holding post to await collection by a Catch Wagon. An Escape Artist check at DC 35 must be made to be free from these handcuffs. They have DR 20 and 10 hit points.

Helmet Mk II: After the Lawmaster bike and Lawgiver firearm, a judge's helmet is the most sophisticated device taken on to the streets. The helmet Mk II provides near impregnable armour for a judge's vulnerable head and neck, allowing him to ignore the effects of all called shots to the head so long as it is worn. In addition, the helmet has an anti-dazzle visor (+10 bonus to all checks made against light-based blinding attacks), protective headphones (+10 to all checks made against deafening attacks) and an infrared vision filter, allowing a judge to see in absolute darkness up to a distance of 30 feet. Within this range, the judge may also track footsteps up to one minute old by the residual heat left behind. In addition, a respirator is mounted high on the helmet that can be pulled down as a standard action, granting a judge a 20 minute self-contained air supply. If attacked by gas whilst not wearing the respirator. a judge must make a Reflex check at DC 15 in order to pull it down in time. The standard radio microphone has a range of 10 miles, whilst the pull-down long-ranged microphone has an extended range of 40 miles and can also be linked into the voice amplifier of the Lawmaster. However, with the use of Justice Department relays, even the Standard microphone effectively grants city-wide coverage.

Lawgiver Silencer: A clip-on attachment for the barrel of the Lawgiver, this silencer removes almost all sound of firing. Fitting a silencer is a standard action and will cause the Lawgiver to not be heard at a range further than 10 feet. In addition, whilst a silencer is fitted, the Lawgiver will not vocally repeat selected rounds. However, a silenced Lawgiver may not be rapid-fired nor may it fire Gas rounds.

Medipack: Literally a life-saving piece of equipment, the Justice Department issue medipack contains a basic mediscanner, magnabind bandages, painkiller hypos and anti-rad pills, allowing a judge to treat almost any injury immediately. Each medipack is good for one use only and grants a +2 bonus to all Medical checks made in conjunction with its use.

Override Card: A vital piece of equipment for any investigating judge, the override card is simply a small plastic slug designed to automatically override the electronic locking mechanisms of all doors and vehicles within Mega-City One. When used to open an electronic locking mechanism that has been modified to resist an override card, it grants a +2 bonus to the Technical check. In addition, the plastic slug is thin enough to be inserted into the mechanisms of mechanical locks and also grants a +2 bonus to Technical checks made to force these open.

Pollution Meter: A small hand-held scanner carried in a judge's utility belt, the pollution scanner is able to measure radiation and airborne contaminations with a high degree of accuracy. Such pollution will be automatically detected by the scanner. However, to precisely identify the nature of the pollution and its relative strength or potency will require a Technical check at DC 15. The Justice Department issue pollution scanner grants a +2 competence bonus to this check.

Rad-Cloak: Simple but all-encompassing radiation resistant clothing, the rad-cloak, when fully folded out, will cover both a Judge and his Lawmaster. A clear visor allows a judge to operate as normal when covered in a rad-cloak. A rad-cloak grants Radiation Resistance +6 to its wearer.

Street Rations: The street rations carried by judges are rarely enjoyable and many will refuse to eat during a patrol, preferring to wait until they can return to their Sector House for a proper meal. However, street rations are indeed nutritious and contain all a judge needs to support himself for a full day should he ever be cut off from the Justice Department. Judges deep in the field, such as during expeditions through the Cursed Earth have confirmed that the street rations do indeed keep fresh for a period of up to three months before finally turning foul.

Utility Belt: As well as providing a useful set of pouches in which to carry all the vital equipment a judge may need on the street, the eagle buckle of the utility belt also carries an ident chip containing an electronic signature unique to the judge. This chip is required for a judge to start a Lawmaster or fire its weapons, and allows for automatic access to permitted areas of the Sector House. It also allows the Public Surveillance Units to track all judges so long as they are within two miles of the PSU sensors which, again, will typically grant city-wide coverage.

Table 4-2: Justice Department Standard Issue Equipment

Weapon	Weight
Binoculars	1 lb.
Birdie Lie Detector	-
Bleeper	-
Body Suit Uniform	12 lb.
Breathalyser	-
Fire Foam	1 lb.
Flashlight	1 lb.
Handcuff	1 lb.
Helmet Mk II	3 lb.
Lawgiver Silencer	-
Medipack	2 lb.
Override Card	-
Pollution Meter	-
Rad Cloak	6 lb.
Street Rations	1 lb.
Utility Belt	1 lb.

General Weapon Descriptions

Antique Revolver: Relics from the 20th and 21st centuries, many citizens possess an antique revolver illegally, having had it passed down through the generations of their family as an heirloom. Six rounds are carried in each antique revolver, which must be loaded individually.

Claw Grapple: A far more powerful version of the sucker gun, this weapon is most often found in the armouries of Citi-Def units, though they are also popular amongst criminal organisations. Pneumatically powered claws enable the grapple to bite into the toughest of materials, allowing the wielder to either swing along the high-tensile mono-filament cable or select the retract switch and be pulled up to the grapple head. A maximum weight of 400 lb. may be suspended from the cable of a claw grapple. A normal attack roll is made to attach the claw grapple to a solid surface.

Club: Not strictly a weapon as such, the club is any heavy, metre-long implement a citizen may pick up to smash the brains of another.

Concussion Grenade: Also called the stun grenade, this weapon is designed to simply subdue several enemies at once, rather than blast them apart. All characters within this weapon's area of effect must make a Fortitude save at DC 15 or be stunned for 1d3 rounds.

Double-Barrelled Stump Gun, General Arms Sg-1 XX: There are several versions of the common stump gun, where two barrels and firing chambers are mounted in tandem, either side-by-side as with the Sg-1 XX, or one atop the other, allowing the wielder to fire both simultaneously. This weapon counts as being a twin-linked stump gun. It stores 8 rounds for each barrel, which must be loaded individually.

Electro-Prod: Used to herd wild creatures in the Cursed Earth, a few electro-prods have made their way into Mega-City One, where they are used as torture devices and by criminals who wish to avoid facing murder charges. The electro-prod causes electrical subdual damage.

Electra Zap Gun: A brightly coloured and decorative weapon, the electra zap gun has clean lines that were designed to intimidate. However, its electro-charge is utterly harmless and merely stuns its victims for a short period of time, making it suitable for the perp who does not wish to add a murder charge to his time in the iso-cubes, or who constantly deals with heavily armoured enemies. The electra zap gun has a maximum range of 5 feet and any target struck will be dealt 2d10 points of electricity subdual damage. However, the effects of the electra zap gun are notoriously short-lived, and damage lost in this way will be regained at the rate of one point per round, instead of one point per hour as is usual for subdual damage. The greatest benefit of the electra zap gun is its twin-barrelled design, making it extremely potent at such close ranges. The electra zap gun counts as being a twin-linked weapon. This weapon uses a light power pack which holds enough energy for 40 shots.

Fire Bomb: The fire bomb is an explosive grenade designed specifically to spread fire. Fire bombs deal 1d6 points of fire damage within their area of effect of 10 feet. A successful Reflex save at DC 15 will halve this damage. They will continue to burn for 1d6 rounds, generating a further 1d6 points of fire damage every round until extinguished. A Reflex save may not be made against this subsequent fire damage. See **Chapter 10: A Tour of Mega-City One** for further details on fire damage.

Flesh Disintegrator: This is a fearsome and highly illegal weapon, most often used as a booby trap to protect vulnerable areas in a perp's !air, due to its immense size. Any living creature caught within its area of effect must make a Reflex save at DC 15 or be automatically slain as their flesh is disintegrated from their bones. The flesh disintegrator uses a heavy power pack which holds enough energy for 5 shots. The flesh disintegrator is an exotic weapon.

Hand Bomb: One of the simplest of all modern weapons, the humble grenade still finds its way into the hands of perps in Mega-City One. Though often superseded by the hi-ex pack and concussion grenade which both do a better job of causing devastation or subduing enemies respectively, the hand bomb is a cheap alternative for street gangs and low-life punks.

Hand Gun, Walther Mitsubishi PPK II: Probably the most common weapon on the streets of Mega-City One, the PPK II is a good, solid design, enabling even the clumsiest citizen to successfully threaten his enemies. Both light and powerful, handguns form the staple of many criminal organisations, particularly in the lower ranks. The magazine of this weapon holds 20 shots.

Heavy Duty Disintegrator: Typically used in industrial construction and demolition, the licences and of heavy duty disintegrators are rigorously controlled by the Justice Department, thus making them command a huge price on the black market. Highly effective at creating holes within walls and other obstructions, their effect on living creatures is lethal. Any living creature caught within the area of effect of a heavy duty disintegrator must make a Reflex save at DC 15 or be instantly slain. The heavy duty disintegrator uses a heavy power pack which holds enough energy for 16 shots. The heavy duty disintegrator is an exotic weapon.

Heavy Laser, Tac Systems Mx. Light Blaster: Legal heavy lasers in Mega-City One are to be found on the rebuilt City Wall bordering the Cursed Earth in the hands of judges, though a few also exist within Citi-Def units. They are highly prized by perps looking to cause maximum damage in their criminal activities, for each heavy laser is fully capable of blasting apart almost any vehicle or small building with a single high-powered shot. Usually found in shoulder-mounted models, the heavy laser weighs an incredible amount but it can be difficult finding a more powerful or versatile weapon in Its class. The heavy laser uses a heavy power pack which holds enough energy for 50 shots.

Heavy Spit Gun, Rasterblaster RB-32: Manufactured by the renowned rapid fire experts, Rasterblaster, this larger spit gun features an elongated barrel, huge magazine capacity and a bipod to support its weight for stable firing. It retains the high rate of firepower of the spit gun and, unlike its smaller cousins, has an ammunition capacity that allows it to keep firing in extended battles. The magazine of the heavy spit gun holds 120 rounds.

Hi-Ex Missile: A simple, no-brainer weapon, the hi-ex missile is fired from a launcher and is capable of causing a vast amount of damage at great ranges.

Hi-Ex Pack: A flat-pack, high-explosive charge, this weapon has molecular hooks on its main surfaces, allowing it to literally stick to any surface on an accurate throw. Though sometimes used as a large grenade, the hi-ex pack is more commonly used as a time-delayed bomb and is capable of causing a great degree of devastation when well placed. The blast can be delayed from initial priming for between 1 second and 24 hours through a simple digital readout. Placing a hi-ex pack is a standard action, whilst priming it for a delayed blast is an additional full round action.

Homing Missile: Sacrificing an over-sized warhead for a tracking system and complex flight controls, the homing missile is the payload of choice for those demanding the highest accuracy from their heavy weapons. So long as at least one aiming action is performed with this missile loaded in a launcher, the homing missile can lock on to any target of small size or larger, granting the wielder a +4 competence bonus to his attack roll. A homing missile fired without spending at least one action aiming will not receive this bonus.

Hypo Dart Gun: Developed from a tool used by med-squads to pacify kooks and futsies, the hypo dart gun carries a powerful tranquillising agent designed to instantly knock out any living creature within seconds. A living target hit by a hypo dart gun must make a Fortitude check at DC 20 every round for 1d6 rounds or fall unconscious for 1d3 hours. However, the hypo dart gun is renowned for being turned aside by even light armour and so 1d10 is rolled whenever it strikes a target with Damage Reduction. The result of this roll must equal or exceed the Damage Reduction score of the target in order for the hypo dart gun to have any effect. A hypo dart gun holds only one dart at any one time, and must be manually reloaded after each shot.

Knife: The weapon of a lowly punk or desperate citizen, the common knife is a poor weapon of choice on the streets of Mega-City One, though it does have the advantage of being completely silent in its use.

Las-Burner: Designed as an industrial cutting tool, some perps favour the las-burner as an assault weapon, despite its great bulk. Intended to cut through solid plastisteel girders and walls with ease, it can also make light work of the strongest bank vaults and safes. Any character with a Strength of less than 20 using a las- burner as a melee weapon will suffer a -4 penalty to all attack rolls.

Laser Lance, Weptek LL Mk II: A rare weapon that can be difficult to find and even harder to finance, the laser lance is developed along the same principles as the laser rifle but concentrates a huge amount of energy within its red-hot capacitors before releasing it in a torrent of searing light several inches in diameter. The laser lance can cause more damage than almost any other laser weapon of its size, though at the expense of draining its power pack at a far faster rate. The laser lance takes one full round to recharge its capacitors after firing and may not be used during this time. The laser lance uses a medium power pack which holds enough energy for 6 shots. The laser lance is an exotic weapon.

Laser Pistol, Walther Mitsubishi LPK I: Rare due to its sheer expense, the LPK I is an awesome weapon with perhaps only the Justice Department's own Lawgiver matching its raw power as a pistol. The thin beam of coherent light emitted with each shot from a laser pistol is capable of causing serious injury and, despite the high value they command on the black market, they are becoming increasingly common on the streets, in the hands of perps seeking the ultimate killing-power. The laser pistol uses a light power pack which holds enough energy for 20 shots.

Laser Rifle, Mauley M500 'Hunter-Stalker': Said to be capable of killing even a judge with a single shot, laser rifles are even more expensive than laser pistols, but pack a far more powerful punch. They are favoured by killers who prefer to attack at great ranges in order to avoid detection, and many will be retrofitted with advanced scopes and target finders. The laser rifle uses a medium power pack which holds enough energy for 10 shots.

Las-Knife: Ostensibly a common kitchen utensil found in the homes of many citizens, the las-knife is also popular amongst skilled assassins looking for a completely untraceable, silent weapon. It retains all the disadvantages of an ordinary plasteen knife, but has a much keener edge and is capable of causing serious injury when in the right hands.

Las-Saw: Commonly found in factories, sales of the las-saw are not restricted by the Justice Department and many citizens with a constructing or artistic bent in their crazes possess one. Though it does not have anything like the raw cutting power of the industrial strength las-burner, the las-saw is nevertheless a useful tool and its light weight enables it to be wielded effectively in combat.

Lazooka, General Arms Laser Destroyer Mk III: Confused by some as a missile launcher until it fires, the lazooka is seen by many Citi-Def personnel as the ultimate development in laser technology. Fired over the shoulder, just like a missile launcher, the lazooka expends the entire energy of its power pack in one, barely-controlled blast of unleashed energy. The lazooka uses a heavy power pack which holds enough energy for just a single shot.

Light Disintegrator:
A light, hand-held device no larger than a pistol, this weapon packs lethal killing force and possession alone will send a citizen to the iso-cubes for a minimum of 6 years. Working on the same principles as the more powerful heavy duty disintegrator, this version is fully capable of rendering a human to his component atoms. Any living creature hit by a light disintegrator must make a Reflex save at DC 15 or be instantly slain. The light disintegrator uses a light power pack which holds enough energy for 3 shots. The light disintegrator is an exotic weapon.

Missile Launcher, Mauley H/HE 'Snub-Nose': The missile launcher is a relatively cheap heavy weapon, though users will soon find its relative cheapness is outweighed by the cost of each missile it fires. However, it proves to be both a powerful and versatile weapon, and yet remains simple to use. The missile launcher may only hold one missile at any one time, and so must be reloaded every time it is fired.

Robowhip: Used to discipline troublesome robots, the two-metre long robowhip is covered with fine electrodes producing a current of high voltage but low wattage that causes a mere tingle in a human but is incredibly painful to a droid. Each strike by a robowhip upon a robot will cause 1 point of damage that will be recovered within one hour. A robot reduced to 0 hit points by a robowhip will not be destroyed, but instead disabled for a period of one hour, until its hit points begin to return. This usually proves sufficient to teach any badly behaved robot a lesson it will not soon forget.

Sawn-off Stump Gun, General Arms Sg-1 X: A common modification made to many stump guns is to reduce the length of their barrel. Aside from making the weapon far easier to carry and conceal, it also forces the pellet shot to spread out in a far greater arc, potentially causing greater casualties though at a greatly reduced range. The sawn-off stump gun stores 8 rounds, pumped from beneath its barrel, which must be loaded individually.

Smoke Bombs: Sometimes used by Justice Department riot squads to quell mobs or flush out perps, many types of smoke bomb have made their way into the hands of citizens. Throwing up a dense cloud of smoke, they make perfect tools for covering an escape or confusing an enemy. Any character caught within its area of effect will count as being blinded (50% miss chance in combat, loses Reflex bonus to DV, moves at half speed and grants a +2 bonus to all attack rolls made against him). However, those within or behind the smoke cloud will also count as being within one-half concealment.

Sonic Blaster, Hondai MegaSound: The sonic blaster is a rifle-sized weapon typically found in service with the rare human sewer-sweeping teams who, whilst not permitted to field lethal weaponry, must still protect themselves from the mutants and monsters that exist in the dark, filth-ridden tunnels. A sonic blaster may also be used against vehicles, buildings and other solid structures to extremely great effect as they are literally shaken apart. If both the sonic blaster and a non-living target are stationary, 1d10 points of real damage will automatically be caused every round without the need for any attack rolls, ignoring any Damage Reduction or armour. The sonic blaster uses a medium power pack which holds enough energy for 40 shots.

Sonic Cannon, Hondai Ultrasound: Normally found only mounted on larger vehicles, the sonic cannon is used by both the Justice Department and Citi-Def units to pacify large mobs quickly and easily. The sonic cannon causes subdual damage to every living creature within its area of effect. A sonic cannon may be used against vehicles, buildings and other solid structures to extremely great effect as they are literally shaken apart. If both the sonic cannon and a non-living target are stationary, 2d10 points of real damage will automatically be caused every round without the need for any attack rolls, ignoring any Damage Reduction or armour. When not directly powered by a vehicle, it can accept a large power pack, which will provide enough energy for 2 shots.

Spear: The spear is a primitive weapon and most citizens would expect to see one only in the hands of a primitive undercity dweller or a Cursed Earth mutant. However, some juves will take to sharpening long lengths of plasteen girder in order to use them in gang disputes when more powerful weapons are not available. The spear has reach and can strike opponents up to 10 feet away. However, it is also light enough to be quickly withdrawn, and so adjacent opponents may also be attacked with a spear.

Spit Gun, Weptek 12mm: Using ammunition similar to that of a hand gun but slightly larger in calibre, the spit gun is a rifle that is capable of firing at an incredible rate of fire. This weapon has a selectable rate of fire, being capable of firing just one shot with each pull of the trigger, a three round burst or going into fully automatic mode. The magazine of a spit gun holds 30 rounds.

Spit Pistol, Rasterblaster RB-03: A tiny weapon of lethal capability, the spit pistol owes much in design to its larger cousins but compacts a high rate of fire into a pistol no larger than a handgun. Its small magazine holds enough ammunition for only a few seconds worth of continuous firing, but it is a highly concealable weapon that has gained a lot of respect amongst criminal organisations. The magazine of a spit pistol holds 12 rounds.

Stump Gun, General Arms Sg-1 X: The stump gun is a rifle-sized weapon that fires cartridges filled with many individual pellets. It is not capable of causing the damage of a traditional bullet or shell-based firearm, but instead throws its shot over a greater target area, potentially wounding several targets at once. A mechanical toolkit and a Technical check at DC 15 will turn a stump gun into a sawn-off stump gun. Failure in this check will ruin the weapon, rendering it unable to fire until a further Technical check at DC 20 can be made to rectify the damage. The stump gun stores 8 rounds, pumped from beneath its barrel, which must be loaded individually.

Sucker Gun: An older version of the claw grapple, sucker guns can now be picked up relatively cheaply and are not even classed as illegal by the Justice Department, though their actual use often is. The sucker gun has neither the range nor the strength of a claw grapple and uses a gas-powered 'sucker' on the end of its line in order to gain a purchase on walls and ceilings. A maximum weight of 180 lb. may be suspended from the cable of a sucker gun. A normal attack roll is made to attach the sucker gun to a solid surface.

Unarmed Attack: All unarmed attacks, whether by fist or foot, deal subdual damage and provoke an attack of opportunity.

Zip Gun, Mauley 'Madam Protector': Often the first gun possessed by a punk just embarking on his criminal career, the zip gun is of laughable power when compared to more sophisticated laser or rapid fire technology, but it is still more than capable of slaying the average citizen with a single shot. Cheaper than a handgun, the tiny design of the zip gun limits the calibre of shells fired but hardened perps tend to pass it over simply because it lacks any 'intimidation' factor.

Table 4-3: Weapons

Weapon	Cost	Black Market Cost	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Weight	Type
Melee Weapons - Tiny											
Knife	35 cr.	-	1d6	2	-	19-20/x2	1	-	10 ft.	1 lb.	Piercing
Las-Knife	250 cr.	-	1d6	10	-	18-20/x2	-	-	-	2 lb.	Energy
Melee Weapons - Small											
Electro-Prod	175 cr.	800 cr.	1d10	-	-	x2	-	-	-	2 lb.	Energy
Melee Weapons - Medium											
Club	10 cr.	-	1d8	0	-	x2	-	-	10 ft.	3 lb.	Bludgeoning
Las-Saw	475 cr.		1d8	10	-	19-20/x2	-	-	-	6 lb.	Energy
Robowhip	650 cr.	1,200 cr.	*	-	-	x2	-	-	-	3 lb.	Energy
Melee Weapons - Large											
Las-Burner	3,200 cr.	13,000 cr.	2d12	15	-	19-20/x2	-	-	-	35 lb.	Energy
Spear	80 cr.	-	1d6	0	-	x2	1	-	20 ft.	4 lb.	Piercing
Grenade Weapons - Tiny											
Concussion	100 cr.	300 cr.	1d10	-	20 ft.	-	1	-	20 ft.	1 lb.	Energy
Fire Bomb	160 cr.	750 cr.	1d6	-	10 ft.	-	1	-	20 ft.	1 lb.	Projectile
Hand Bomb	90 cr.	250 cr.	2d8	10	10 ft.	-	1	-	20 ft.	1 lb.	Projectile
Hi-Ex Pack	300 cr.	1,800 cr.	2d10	16	20 ft.	-	1	-	10 ft.	3 lb.	Projectile
Smoke Bomb	80 cr.	200 cr.	*	-	30 ft.	-	1	-	20 ft.	1 lb.	Gas
Pistol Weapons - Small											
Antique Revolver	300 cr.	900 cr.	2d6	4	-	x2	1	6	60 ft.	1 lb.	Projectile
Electra Zap Gun	900 cr.	2,800 cr.	2d8	-	-	-	1	10	5 ft. max.	3 lb.	Energy
Hand Gun, Walther Mitsubishi PPK II	1,250 cr.	3,000 cr.	3d6	4	-	19-20/x2	3	20	100 ft.	2 lb.	Projectile
Hypo Dart Gun	400 cr.	1,200 cr.	*	0	-	-	1	1	30 ft.	2 lb.	Projectile
Laser Pistol, Walther Mitsubishi LPK I	6,000 cr.	24,000 cr.	4d6	14	-	18-20/x2	1	20	200 ft.	4 lb.	Energy
Spit Pistol, Rasterblaster RB-03	4,500 cr.	9,000 cr.	2d6	6	-	19-20/x2	3/6	12	150 ft.	3 lb.	Projectile
Zip Gun, Mauley 'Madam' Protector	1,000 cr.	2,500 cr.	2d8	4	-	19-20/x2	1	10	60 ft.	1 lb.	Projectile

* Special rules apply.

Table 4-3: Weapons

Weapon Rifle Weapons - Large	Cost	Black Market Cost	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Weight	Type
Claw Grapple	750 cr.	2,500 cr.	1d6	0	-	-	1	-	100 ft. max.	20 lb.	Bludgeoning
Double-Barrelled Stump Gun, Sg-1 XX	1,750 cr.	6,000 cr.	2d6	2	5 ft.	x2	1	8	30 ft.	7 lb.	Projectile
Laser Rifle, Mauley M500	9,000 cr.	38,000 cr.	4d8	14	-	18-20/x2	1	30	300 ft.	10 lb.	Energy
Sawn-Off Stump Gun, Sg-1 XX	-	4,000 cr.	2d6	2	10 ft.	x2	1	8	10 ft.	5 lb.	Projectile
Sonic Blaster, Hondai MegaSound	1,500 cr.	2,500 cr.	1d10	-	-	x3	1	40	30 ft.	9 lb.	Energy
Spit Gun, Weptek 12mm	6,000 cr.	13,000 cr.	2d6	6	-	19-20/x2	3/6	30	200 ft.	8 lb.	Projectile
Stump Gun, Sg-1 X	1,500 cr.	4,000 cr.	2d6	2	5 ft.	x2	1	8	30 ft.	6 lb.	Projectile
Sucker Gun	500 cr.	-	1d4	0	-	-	1	-	50 ft. max.	12 lb.	Bludgeoning
Heavy Weapons - Large											
Heavy Laser	18,000 cr.	67,500 cr.	4d10	18	-	18-20/x2	1	50	300 t.	60 lb.	Energy
Heavy Spit Gun, Rasterblaster RB-32	9,500 cr.	29,500 cr.	3d6	8	-	19-20/x2	6	120	400 ft.	35 lb.	Projectile
Lazooka, Laser Destroyer Mk III	14,000 cr.	28,000 cr.	5d10	20	5 ft.	18-20/x2	1	1	500 ft.	25 lb.	Energy
Missile Launcher, Mauley 'Snub-Nose'	7,000 cr.	12,000 cr.	-	-	-	-	1	-	-	20 lb.	-
(Hi-Ex Missile)	500 cr.	2,000 cr.	3d12	20	20 ft.	x3	1	-	600 ft.	1 lb.	Projectile
(Homing Missile)	1,250 cr.	4,500 cr.	2d8	16	10 ft.	x2	1	-	600 ft.	1 lb.	Projectile
Heavy Weapons – Huge											
Sonic Cannon, Hondai UltraSound	78,000 cr.	145,000 cr.	2d10	-	30 ft.	x3	1	2	200 ft.	450 lb.	Energy
Exotic Weapons – Medium											
Light Disintegrator	15,000 cr.	52,000 cr.	*	-	-	-	1	3	10 ft.	6 lb.	Energy
Exotic Weapons - Large											
Heavy Duty Disintegrator	35,000 cr.	88,000 cr.	*	-	5 ft.	-	1	16	20 ft.	18 lb.	Energy
Laser Lance, Weptek LL Mk II	11,000 cr.	42,000 cr.	3d10+10	14	-	18-20/x2	1	6	60 ft.	16 lb.	Energy
Exotic Weapons - Huge											
Flesh Disintegrator	-	175,000 cr.	*	-	10 ft.	-	1	5	20 ft.	300 lb.	Energy

* Special rules apply.

Table 4-4: Ammunition

Ammunition Type	Cost	Black Market Cost	Weight
Antique Revolver rounds (6)	25 cr.	75 cr.	-
Hand Gun Magazine	100 cr.	250 cr.	-
Heavy Power Pack	650 cr.	-	2 lb.
Heavy Spit Gun Magazine	250 cr.	600 cr.	4 lb.
Hypo Darts (10)	60 cr.	150 cr.	-
Light Power Pack	125 cr.	-	-
Medium Power Pack	300 cr.	-	1 lb.
Spit Gun Magazine	150 cr.	300 cr.	1 lb.
Spit Pistol Magazine	80 cr.	200 cr.	-
Stump Gun Cartridge (10)	50 cr.	150 cr.	1 lb.

General Equipment Descriptions

Bedroll: A perp may never know when he must leave his block or hideout and sleep rough. This bedroll will ensure a good night's sleep wherever he must lay his head. Consisting of a soft blanket and bedding, the bedroll can be rolled into a conveniently-sized package.

Blanket: Cold nights and bad weather come rarely to Mega-City One, thanks to the ever-present weather control system, but those venturing away from the city may be grateful of this thick water-proof blanket that will keep out all but the harshest chill.

Carryall: This is a simple synthi-leather backpack that is strapped to a character's back, allowing the easy carrying of many small objects.

Chain, Plastisteel: This 10 foot length of plastisteel chain has DR 20 and 20 hit points.

Communicator: There are a range of personal communicators available to the citizen of Mega-City One, from tiny throat mikes of extremely limited range, to powerful vehicle-mounted models capable of sending clear messages past the upper reaches of the atmosphere to spacecraft waiting in the highest orbit. The maximum range of each communicator is listed by its entry in the table below. It should be noted that whilst any communicator may be set to a 'private' frequency to avoid interference, the Justice Department is capable of monitoring them all.

Crowbar: Used by many unsophisticated criminals to defeat electronic locks, the plastisteel crowbar may also be used as a crude weapon if they are discovered breaking in to a citizen's apartment.

Face-Changing Machine: Heavily regulated by the Justice Department, a citizen may have his face literally changed within ten minutes through the use of this specialised atom-scrambling machine. Virtually impossible to obtain without extensive checks being made into a citizen's background most are purchased on the black market, where they prove incredibly expensive. However, actually owning a face-changing machine permits perps to alter their identities without being tracked by the judges.

Fire Foam: Designed to give a single powerful burst of fire-quenching foam, this small canister allows a character to fight fires. The use of fire foam will automatically put out one medium-sized fire.

Firearms Permit: Virtually impossible for any normal citizen to get hold of, permits for firearms are issued only by the Justice Department and they are strictly controlled, awarded to citizens who can demonstrate they are both trustworthy and have a definite need of a weapon. The forgery and sale of them on the black market is therefore rife. Genuine firearm permits are only ever signed over to one individual for a single weapon and it has been known for many counterfeit permits to make the mistake of listing several weapons. The details of every firearms permit issued by the Justice Department is kept on record within MAC, though citizens are also given a small slug containing the relevant information. Counterfeit firearms permits are highly unlikely to have records altered within MAC.

Flashlight: A simple torch to provide illumination within darkness. Provides a beam of light that extends in a cone up to 200 feet long and 20 feet wide.

Grappling Hook: A far cry from the relatively sophisticated sucker gun and claw grapple, the grappling hook is merely a fixed metal, multi-pronged hook attached to the end of a 50 foot line. A grappling hook can support 150 lb. of weight before snapping.

Hammer: A simple tool with a multitude of uses in mechanical, technical and computer fields. The hammer may be used as a club in melee combat in an emergency.

Handcuffs: Though a far cry from the Justice Department issue, these handcuffs are moulded from toughened plasteen and are still capable of holding a subject firm. An Escape Artist check at DC 30 must be made to be free from these handcuffs. They have DC 15 and 10 hit points.

Infrared Visor: This is a lightweight but technologically sophisticated visor that will allow any character to see in absolute darkness up to a distance of 30 feet by registering the heat signatures of his surroundings and nearby creatures.

Life Support Machine: Usually found within hospitals and well-equipped ambulances, the life support machine promises salvation to those even grievously wounded. It takes a full round action and a Medical check at DC 15 to properly hook up a wounded character to a life support machine. However, once inside, the character is automatically stabilised, no matter how badly wounded he is, and will be kept alive regardless of the effects of poison, disease or radiation.

Lock, Electronic: The standard measure to secure any box, door or car within Mega-City One, electronic locks can be relatively cheap, though many wealthier citizens are keen to invest in the very latest technology to protect their belongings. Those bought on the black market may not be automatically opened by a judge's override card and are thus illegal. Any character with an electronic toolkit may by-pass an electronic lock as a full round action by making a Technical check based on the DC of the lock.

Lock, Mechanical: Virtually obsolete in Mega-City One, mechanical locks provide a measure of false security to poorer citizens. In practice, such mechanical devices operated by keys do little more than slow down a perp intent on gaining entry to whatever it protects. Any character with a mechanical toolkit may by-pass a mechanical lock as a full round action by making a Technical check based on the DC of the lock.

Lock Hacker: A more primitive device than a judge's override card, the lock hacker is a small plastic slug that allows a citizen to break through any electronic lock with a successful Technical check, the DC of which is determined by the lock itself. The lock hacker may also be used against mechanical locks as it is thin enough to slide between doors and frames. A successful Technical check will thus also allow a character with a lock hacker to bypass mechanical locks. The possession of a lock hacker will earn a citizen at least 3 years in an iso-cube if he is searched by a judge.

Medipack: This medipack contains magnabind bandages, painkiller hypos and usually, anti-rad pills, allowing a character to treat almost any injury. Each medipack is good for one use only.

Respirator: This is a full-face mask designed to filter out harmful gases and atmospheres. However, it also has its own self-contained 10 minute oxygen supply. If attacked by gas whilst not wearing a respirator, a character must make a Reflex check at DC 15 in order to don it in time.

Riot Foam Cutters: An unlicensed and highly illegal version of Justice Department issue equipment, a pair of riot foam cutters utilises sharp cutting blades combined with a chemical agent that neutralises the foam on contact. These cutters can free a citizen trapped in riot foam in one standard action.

Rope: Constructed of high tensile, woven plasteen fibres, the common rope is still a tool of great use in the high-technology metropolis of Mega-City One.

Scope: There are many different models of scope available in Mega-City One but they are all designed to accomplish the same function. Mounted upon any weapon of large size or greater, a scope incorporates telescopic lenses and laser range-finding to greatly increase the accuracy of any shot fired at extreme ranges. A scope will double the range increment of any weapon of large size or greater that it is fitted to. Whilst the scope is used to do this, the weapon may not be rapid fired.

Silencer: A silencer will removes almost all sound of firing from any projectile weapon. Fitting a silencer is a standard action and will cause the weapon to not be heard at a range further than 10 feet but a silenced weapon may not be rapid-fired. Only projectile pistol or rifle weapons may be fitted with a silencer.

Speedheal Machine: Once stabilised by a life support machine. a seriously injured character will greatly benefit from a speedheal machine. Only found in the best of hospitals and Sector Houses, the speedheal machine is an expensive device that, through atom manipulation, can rapidly cure and heal any subject placed within its long bed. It requires a Medical check at DC 15 to successfully operate a speedheal machine and a subject cannot speedheal himself. If the check is successful, however, the subject within will automatically heal 1 hit point per round and will be cured of any radiation damage within an hour.

Toolkit, Electrical: Designed to allow a character to perform various repairs and modifications to high technology devices such as advanced weapons, vehicles and robots, the electrical toolkit provides all the tools necessary. Technical checks are made in conjunction with the electrical toolkit, the DC of which is assigned by the GM.

Toolkit, Electronic: Comprising of a set of high technology tools such as chip decoders, circuit analysis scanners and the like, the electronic toolkit is essential for any Technical or Computer Use checks made to disable, repair or modify devices such as computer systems, electronic locks and robot brains.

Toolkit, Mechanical: A set of basic and low technology tools with which to perform any mechanically-based task, such as repair a vehicle's engine, break through a mechanical lock or modify a simple weapon, by a Technical check whose DC is assigned by the GM.

Toolkit, Advanced: By using only the very latest models of tools and technological components, advanced toolkits provide a +2 circumstance bonus to Technical or Computer Use checks, as appropriate for the type of toolkit.

Tripod: A simple but weighty device designed to give maximum stability to heavy rapid-firing weapons. The tripod is a simple foldaway plastisteel arrangement that can be fitted to any weapon of large size or greater. All rapid-firing penalties to attack rolls made by the weapon are halved down. It takes a full round action to set up a tripod and make the weapon ready for firing.

Table 4-5: General Equipment

Item	Cost	Black Market Cost	Weight
Bedroll	75 cr.	-	3 lb.
Blanket	20 cr.	-	2 lb.
Carryall	50 cr.	-	1 lb.
Chain, Plastisteel	125 cr.	-	2 lb.
Communicator, Throat Mike, 2 miles	300 cr.	-	-
Communicator, Hand Unit, 50 miles	1,250 cr.	-	1 lb.
Communicator, Backpack, 250 miles	3,500 cr.	-	6 lb.
Communicator, Vehicle Mount, 2,000 miles	12,500 cr.	-	80 lb.
Crowbar	65 cr.	-	4 lb.
Face-Changing Machine	124,000 cr.	275,000 cr.	2,000 lb.
Fire Foam	195 cr.	-	1 lb.
Firearms Permit	50 cr.	4,250 cr.	-
Flashlight	80 cr.	-	1 lb.
Grappling Hook	150 cr.	-	2 lb.
Hammer	40 cr.	-	1 lb.
Handcuffs	350 cr.	-	1 lb.
Infrared Visor	900 cr.	-	-
Life Support Machine	225,000 cr.	-	2,250 lb.
Lock, Electronic DC 10	700 cr.	-	-
Lock, Electronic DC 15	1,500 cr.	-	-
Lock, Electronic DC 20	2,800 cr.	-	-
Lock, Electronic DC 25	4,000 cr.	-	-
Lock, Electronic DC 30	7,500 cr.	-	-
Lock, Electronic DC 40	-	26,000 cr.	-
Lock, Mechanical DC 5	60 cr.	-	-
Lock, Mechanical DC 10	350 cr.	-	1 lb.
Lock Hacker	-	4,500 cr.	-
Medipack	800 cr.	-	2 lb.
Respirator	400 cr.	-	1 lb.
Riot Foam Cutters	-	12,500 cr.	6 lb.
Rope, 100 ft.	200 cr.	-	4 lb.
Scope	1,750 cr.	3,250 cr.	1 lb.
Silencer	250 cr.	700 cr.	1 lb
Speedheal Machine	568,000 cr.	1,400,000 cr.	3,500 lb.
Toolkit, Advanced Electrical	6,000 cr.	-	7 lb.
Toolkit, Advanced Electronic	19,500 cr.	-	3 lb.
Toolkit, Advanced Mechanical	3,500 cr.	-	12 lb.
Toolkit, Electrical	1,100 cr.	-	7 lb.
Toolkit, Electronic	3,500 cr.	-	3 lb.
Toolkit, Mechanical	600 cr.	-	12 lb.
Tripod	200 cr.	-	8 lb.

Craze Gear

Appetite Inducer: An illegal ingredient necessary to produce the largest fatties in the city. Proscribed by the Justice Department, just a few drops of an appetite inducer will cause a subject to crave food above all else for a period of one hour. Greater doses can have a disastrous effect as the subject will be forced to make a Will check at DC 20 every round for to hours, or be forced to consume whatever objects are nearby, be they dead, living or inanimate.

Batglider: Also called a bat suit, this is an all-in-one clothing set with large, flexible wings stretching between hands and feet that, when filled with oncoming air, allowing the wearer to glide. Batting is incredibly popular within some blocks and the air around their peaks is often filled with batters every evening, catching thermals and experiencing a kind of freedom previously unknown to them. A batglider will change a character's speed to Fly 30 feet whilst in the air and will bear a weight of 160 lb. The batglider, possessing no engine, is absolutely silent in use.

Belliwheel: A necessary device for any fattie wishing to retain a degree of mobility, the belliwheel is simply a sitting device on which two heavily reinforced wheels are mounted. A fattie sits upon the belliwheel and moves himself around with his legs, supported by the device. A belliwheel will change a fattie's speed to 30 feet and permit him to run.

Boing®: Launched as a miracle spray, Boing® envelops its user in an almost impervious bubble, allowing him to bounce from the highest blocks without harm. Often seen as the best rush available in Mega-City One, any use of Boing® outside of the Palais-de-Boing® is rewarded with a mandatory sentence of twenty years in an iso-cube. Using a can of Boing® is a full round action. Whilst encased in Boing®, a character is immune to any amount of falling damage and gains armour to the equivalent of Damage Reduction 20. In addition, his Defence Value is changed to 10, with no modifiers possible. However, he will be utterly unable to control his movements and will continue to bounce in a random direction until stopped at speeds of 70-100 (1d4+6 x10) mph. If a Boing® bubble takes any amount of fire damage, it will immediately stick to the next surface it strikes, holding the user immobile until cut free. Anything struck by a fast-moving bouncing Boing® bubble will take 4d10 points of damage and cause the bubble to bounce away. A successful Reflex save at DC 30 will halve this damage. Boing® can only be safely removed through the use of specialised Boing® cutters. It may only be purchased legally in the Palais-de-Boing® and its removal from the building is not permitted.

Boing® Cutters: Taking the appearance of heavy duty cutters, this device secretes a chemical agent along its blades that tears through Boing® quickly and easily. Their availability is restricted to the Justice Department and the Palais-de-Boing® in order to cut down on the use of illegal Boinging in public.

Ganja: Currently enjoying a resurgence within Mega-City One, Mega-Skunk is generally agreed to be the best strain of this home-grown weed and is guaranteed to mellow out any citizen.

Instant Fuzz: Available in a spray canister, this is spray-on hair, attaching itself to any exposed skin and growing exponentially to create thick, matted fur. This is typically used against unsuspecting victims, who are not harmed by the experience, but are likely to be left completely humiliated until they can wash it off.

Para-Glider: The forerunner of the batglider, para-gliders are large wings attached to a frame in which one or two citizens sit or lie before hurling themselves off the tallest block they can find and soaring for many hours. The batglider has now overtaken this model in terms of popularity, and most are now found only within the armouries of Citi-Def units mad enough to contemplate airborne assaults. Like the batglider, this device is silent in use. A para-glider will change a character's speed to Fly 60 feet and will bear a combined weight of 700 lb.

Spray Paint: Specially formulated spray paints may be purchased, resistant to all attempts to remove their stain aside from the Justice Department's own clean up squads. Available in a variety of colours.

Sugar: Listed as being one of the less potent drugs available on the black market, the Justice Department works hard to quash any possession for it not only causes extreme damage to teeth but often leads to harder substances. No judge believes a citizen has the willpower to take just a little sugar each day to improve his life and stay immune to its addictive effects.

Table 4-6: Crazes

Item	Cost	Black Market Cost	Weight
Appetite Inducer	-	250 cr.	-
Batglider	400 cr.	-	23 lb.
Belliwheel	1,800 cr.	-	180 lb.
Boing® (1 use)	-	600 cr.	-
Boing® Cutters	-	1,250 cr.	6 lb.
Ganja (10 uses)	-	200 cr.	-
Instant Fuzz (20 uses)	65 cr.	-	-
Para-Glider	800 cr.	-	38 lb.
Spray Paint	35 cr.	-	-
Sugar (10 uses)	-	60 cr.	-

Armour & Clothing Descriptions

Anti-Mugging Suit: First judged too dangerous to be used by the citizens of Mega-City One, these armoured suits with vicious spikes were later deemed legal by Chief Judge McGruder.

Chameleon Suit: Bending light around the wearer through the use of an off-world photochromatic material, this light-weight body suit grants a +10 bonus to all Hide checks. However, if any other clothing or armour is worn, no bonus is gained.

Energy Shield: A small, belt-attached device of alien manufacture, the energy shield is both rare and expensive, yet in great demand. Generating an invisible shield of pulsating energy around any medium-sized or small object, this device provides an advanced level of protection and is capable of turning aside the strongest laser beam or shell. The energy shield does not provide any protection against melee attacks.

Exo-Suit: Restricted by the Justice Department to factory and warehouse use, the exo-suit is a semi-robotic body that is strapped in place over the wearer's own limbs and torso. As well as granting a great deal or protection in combat, the servo-motors and hydraulics that power the exo-suit greatly magnify the wearer's own strength, making him all but unstoppable. An exo-suit will grant a +6 bonus to Strength but a -4 penalty to Dexterity whilst it is worn. In addition, a character wearing an exo-suit will also have his base speed reduced to 20 feet.

Radsuit: This all-in-one suit grants the wearer Radiation Resistance +10 and contains a one hour self-contained air supply. The radsuit may be worn over other clothing and armour without penalty.

Pad Armour: Every juve worth his place on the streets knows what the current height of fashion is, usually involving improbably large knee, elbow and probably shoulder pads. Older punks recognise the defensive benefits of this 'pad' armour and so it is popular amongst any who are regularly involved in brawls. Pad armour is of little use in a firefight, but can provide a measure of protection against knives and clubs.

Psi-Helmet: A highly advanced helmet designed to greatly enhance psi powers the wearer possesses. Any character with psi-talent wearing this helmet will double their effective manifester level. Note that only their manifester level is increased, not their power points or number of powers known.

Scramble Helmet: A lightweight helmet with advanced electronics designed to block all psi-talent intrusions, the scramble helmet is an illegal device often used by perps who wish to avoid the all-seeing eye of the psi-judges. The scramble helmet grants any wearer Power Resistance 15, as detailed in **Chapter 7: Psi-Talent**.

Shell Jacket: The shell jacket is standard equipment for the vast majority of Citi-Def units and comprises of layers of toughened kevlar laminated to a thin plasteel compound. The result, whilst heavy, provides a great deal of protection for those expecting to enter heavy combat. A character wearing a shell jacket will have his base speed reduced to 20 ft.

Sports Armour: An evolution of pad armour, sports armour adds a helmet and chest protection, often with plastisteel ribbing within the pads to greatly enhance its durability. Though usually seen on the jetball fields, street versions are available, ostensibly so fans can show support for their favourite teams. However, sports armour is also common amongst tap gangs who expect to face resistance to their operations. It is very common for citizens to pay three or even four times the listed amount for their sports armour, as the most popular teams typically charge a great deal more for their official merchandise and any juve seen supporting a mediocre team is likely to get into a great deal of trouble amongst his peers.

Thermal Masking Suit: Through using reflective and infrared-absorbing materials, this thin and lightweight suit is capable of completely suppressing the wearer's heat signature. A character wearing a thermal masking suit will be effectively invisible to infrared imaging (such as a judge's Mk 11 helmet infrared visor filter). In addition, heatseeking rounds such as those carried by the Lawgiver, will gain no bonus to hit the character.

Table 4-7: Armour & Clothing

Item	Cost	Black Market Cost	Weight	DR
Anti-Mugging Suit	4,500 cr.	-	22 lb.	10
Chameleon Suit	3,500 cr.	8,000 cr.	2 lb.	0
Energy Shield	18,000 cr.	57,500 cr.	1 lb.	18
Exo-Suit	16,000 cr.	38,000 cr.	95 lb.	12
Radsuit	1,100 cr.	-	9 lb.	1
Pad Armour	400 cr.	-	6 lb.	4
Psi-Helmet	22,000 cr.	62,000 cr.	3 lb.	2
Scramble Helmet	9,000 cr.	27,000 cr.	1 lb.	2
Shell Jacket	2,250 cr.	-	18 lb.	8
Sports Armour	950 cr.	-	14 lb.	5
Thermal Masking Suit	8,250 cr.	22,000 cr.	2 lb.	0

Service Descriptions

Face-Changing: Heavily monitored by the Justice Department, there are many face-changing clinics dotted around the sectors of Mega-City One. Utilising atom-scrambling technologies, these clinics can literally change the appearance of any citizen willing to pay the fee within minutes and, for many of the richer residents of the city, this can almost turn into a craze, with faces being changed every week. However, the Judges keep track of all face-changing operations, automatically updating their Public Surveillance Unit computers, in order to foil attempts by perps on the run to conceal their identities.

Palais-de-Boing®: Boing® returns every few years as a popular craze within the city but, thus far, the only place where a citizen may legally use the miracle spray is within the giant Palais-de-Boing®, a block-sized structure filled with tubes, gigantic pinball machines and high drops designed to provide the maximum enjoyment for the Boing® enthusiast. It is a sad fact, however, that many users still consider a Boing® through the actual city to be the ultimate thrill. The cost listed on **Table 4-8:Services** is typical for an hour's use within the Palais-de-Boing®, though the users often set up special games and league championships at an additional cost for Boing® addicts.

Taxi: The cost listed on the table below is typical for each mile travelled within one of the millions of taxis circulating the streets and Meg-Ways of Mega-City One. Human drivers are gradually being phased out in favour of robo-taxis which are a great deal more reliable and cheaper for the companies that run them but a citizen will be able to flag down a taxi within minutes in any but the most run-down slum sectors of the city.

Table 4-8: Services

Item	Cost
Face-Changing	1,500 cr.
Palais-de-Boing®	195 cr.
Taxi	30 cr.

Food, Drink & Housing

There are a bewildering variety of foodstuffs available to the citizens of Mega-City One. By far the most common are those derived from munce, a disgusting synthetic paste made from plants. However, it can be refined through many processes to create almost any taste and texture, and few citizens realise what they are truly eating. In addition, there are a huge array of other synthetic foodstuffs, all produced by the competing corporations of Mega-City One. A relatively new entry into the food market is the Justice Department itself, producing the extremely good-tasting Foodstuffs A, B and C. Being a Justice Department product, no ingredients are listed on the packages of these foods, but many citizens are coming to agree that these are the very best tasting meals on the market, despite the bland name.

Every family in Mega-City One is assigned a single apartment within one of the immense blocks that tower above the streets. All citizen characters will start with either a slum block or city block apartment, at the discretion of the GM. However, any citizen willing to pay more into the coffers of the Justice Department may upgrade his standard of living and move to a better block or district. However, the eyes of the judges are forever vigilant and a citizen moving straight from a slum block to a luxury con-apt may well have his personal accounts investigated in order to determine just where his extra credits are coming from.

Table 4-9: Food, Drink & Housing

Item	Cost
Accommodation, Stacker	20 cr./night
Accommodation, Basic	50 cr./night
Accommodation, Standard	100 cr./night
Accommodation, Luxury	250 cr./night
Apartment, City Block	100 cr./month
Apartment, Con-Apt	300 cr./month
Apartment, Luxy-Block	1,500+ cr./month
Apartment, Slum Block	-
Gooey Bar	4 cr.
Justice Department Foodstuff A	10 cr.
Justice Department Foodstuff B	24 cr.
Justice Department Foodstuff C	36 cr.
Munce Pudding	14 cr.
Munceburger	10 cr.
Plasti-Flakes (25 servings)	22 cr.
Rat Burger	2 cr.
Soycola	4 cr.
Synthi-Caf	3 cr.
Synthi-Ale	8 cr.

Sooner or later, all characters exploring the length and breadth of Mega-City One are going to be involved in some kind of combat. Whether it is facing down a juve gang in a knife fight as perps try to expand their territory, or a judge desperately trying to end the killing spree of a vicious criminal, combat is a way of life for many in the big city.

Unless otherwise stated, all the combat rules detailed in Chapter 8 of *The Player's Handbook* are used in the game of Judge Dredd. However, we need to add some new rules to reflect the way people fight in Mega-City One - rapid firing weapons, running gunfights and fast, powerful vehicles are all commonplace and need to be reflected within this game.

Defence Value

Unlike other d20 system games, Judge Dredd does not use the regular Armour Class score, for the weapons in this game are extremely powerful and make a mockery of most types of armour. Instead a new score is used, the Defence Value. A character's Defence Value is calculated as follows:

Defence Value = 10 + total Reflex save bonus + size modifier

A character's total Reflex save bonus includes the base amount determined by his class, as well as all bonuses provided by Dexterity modifiers and feats such as Lightning Reflexes.

A character with a high Reflex save is skilled at dodging blows and knife thrusts but is also adept at using all available cover and providing an effectively smaller target when involved in firefights. High level characters, with good Reflex saving throw modifiers, have also learnt to keep their heads down in combat and so can be formidable foes, hitting repeatedly with their own attacks, whilst avoiding those of their enemies.

Any bonuses granted to Armour Class within *The Player's Handbook* apply equally to a character's Defence Value, such as the Dodge feat, for example. A character will lose his Reflex save bonus to his Defence Value as normal when caught flat-footed or when he is clinging for life on the roof edge of a mile-high city block.

For example, Judge Webb is a 3"" level street judge with a Dexterity of 15 and the Lightning Reflexes feat. A 3rd level street judge has a Reflex save bonus of +3. Combined with the +2 bonus from his Dexterity modifier and a, further +2 bonus from his Lightning Reflexes feat, Judge Webb has a total Defence Value of 17.

Cover

Characters in Judge Dredd gain the following bonuses for being behind cover while attacked:

Degree of Cover	Cover DV Bonus	Example
One-quarter	+2	Standing behind a bike
One-half	+4	Standing at an open window
Three-quarters	+7	Peering around the corner of a mo-pad
Nine-tenths	+10	Within an enclosed vehicle
Total	May not be attacked	On opposite side of plasteen wall

For example, if Judge Webb, from the previous example, was to take cover behind his bike while involved in a firefight with a group of blitzers, he would gain a +2 cover bonus to his Defence Value, for a total DV of 19. As the firefight progresses and the perps unveil their new heavy laser, Judge Webb moves to a safer location, behind a large roadliner. Peering around the corner to let shots off from his Lawgiver, Judge Webb now has a +7 cover bonus to his Defence Value, for a total DV of 24.

Attack Rolls

Both melee and ranged attack rolls are made as normal in Judge Dredd. To summarise:

Melee Attack Rolls = 1d20 + base attack bonus + Dexterity modifier + size modifier.

Ranged Attack Rolls = 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty.

An attack roll must equal or exceed a target's Defence Value in order to score a hit. Critical hits and other threat rolls apply as normal in Judge Dredd.

Armour

Armour also functions differently in the game of Judge Dredd. Instead of making a character harder to hit, particularly strong armour will actually absorb and deflect incoming damage, granting a great deal of survivability. However, many weapons, such as lasers, are exceptionally powerful and are fully capable of blasting through all but the strongest of protection. Every type of armour in the game, from the humble pad armour to a judge's street uniform, has a Damage Reduction score. If two types of armour are being worn at the same time, the better Damage Reduction score of both is used. Damage Reduction is never combined for different types of armour.

An anti-mugging suit, for example, has Damage Reduction 10.

Damage Reduction

Whenever a character is hit in combat, whether from a melee or ranged weapon, the Damage Reduction (DR) score of any armour he is wearing at the time is deducted from the damage rolled by the weapon.

For example, Ant Dilly is fighting a local juve gang whilst wearing her pad armour. She is truck by a club, which causes 7 points of damage. However, her pad armour deducts 4 points from this because of its DR score of 4, resulting in Ant taking just 3 points of damage.

Armour Piercing

Powerful weapons have the capability of blasting through many types of armour in Judge Dredd, rendering them useless. Every type of weapon has an Armour Piercing (AP) score. If a character is struck by a weapon whose Armour Piercing score equals or exceeds the Damage Reduction score of his armour, then any Damage Reduction provided by the armour is completely ignored, allowing the weapon to do Its full amount of damage. If a weapon is listed as having an AP score of 0, it will be affected by all Damage Reduction scores. Weapons listed as having no AP score at all will ignore any and all Damage Reduction and always do their full amount of damage.

In our example above, we left Ant fighting the juve gang. Because her pad armour has a DR of 4 and the club that hit her has an AP of 0, her armour provided her with a great deal of protection. However, the juve gang's leader now whips out a hand gun and fires at Ant. Because the hand gun has an AP of 4, it will completely ignore the pad armour when damage is rolled. Ant is hit for 14 points of damage by the hand gun and no damage is deducted from this amount, leaving her badly wounded.

Multiple Shots & Critical Hits

If a character is hit several times in a single round from the same weapon, cither because his enemy can attack more than once or because the weapon was being rapid fired any damage deducted by an armour's Damage Reduction score will apply to each attack.

However, if a critical hit is scored and damage multiplied as a result, any Damage Reduction granted by the armour will apply only once to the total damage rolled. As a rule of thumb, any possible Damage Reduction will apply once to each attack roll made against a target.

It should be noted that all rules concerning Defence Values and Damage Reduction apply equally to vehicles and robots as they do to characters.

Electricity Reduction

Some weapons in the game of Judge Dredd, such as the electra zap gun, are noted as doing electricity damage. They have no Armour Piercing value and so will ignore any and all armour. However, some items of equipment will grant a character an Electricity Reduction score. This is used in the same way as Damage Reduction is against other types of damage but only applies to those weapons doing electricity damage.

Running Gunfights

Even the lowliest citizen of Mega-City One understands the principles of gunfights, having seen many thousands on the vid-screen. In addition, most weapons are fairly light-weight and capable of being fired whilst on the move.

Any character in the Judge Dredd game may move both before and after making a ranged attack, provided that the total distance moved is not greater than their base speed. In effect, every character in the Judge Dredd game is considered to have the Shot on the Run feat from *The Player's Handbook* as standard.

Pistols in Melee Combat

In addition, any pistol-ranged weapon will not generate an attack of opportunity in melee combat if fired at an opponent threatening the character wielding it. However, such attacks are made with a -4 penalty to hit, due to the extremely close proximity of the target and the fact that he is probably attempting to grab the character's gun hand.

Attacks made with pistol-ranged weapons generate attacks of opportunity if a character fires at one target whilst threatened by another.

Aiming Actions

Many judges and a few perps pride themselves on their sharp-shooting, and are able to drill a credit slug at 50 feet with ease. Achieving this level of accuracy requires skill, dedication and a steady hand.

Instead of just blasting away at the enemy, any ranged weapon may be aimed in order to gain a higher degree of accuracy. Aiming a weapon is a full round action. A character must keep the target in view during every aiming action. If the target disappears from sight during this time, any rounds spent aiming are wasted.

For every continuous round spent aiming a ranged weapon at a single target, a character will receive a +1 bonus to his attack roll, up to a maximum of a +3 bonus. A character may fire his weapon immediately after aiming, as part of his last aiming action. A weapon aimed in this way may not be rapid-fired. In addition, grenade weapons may not be aimed either. If a character is wounded or otherwise distracted whilst aiming, a Concentration check must be made, as detailed in **Chapter 2: Skills**. If this check is failed, then all bonuses gained from aiming are lost.

Rapid Fire

Many ranged weapons within Mega-City One are automatic or semi-automatic, allowing several rounds to be fired with each pull of the trigger, allowing a character to hose down an area with shells or laser blasts, though with a decrease in accuracy.

This is represented in the game by ranged weapons having a Rapid Fire score. This is simply the amount of shots a character fires with the weapon with each attack action. A Heavy Spit Gun, for example, is listed as being Rapid Fire 6, meaning that 6 shots are fired with every attack action. A weapon listed as being Rapid Fire 1, such as the Stump Gun, may never be rapid-fired and only shoots once in every attack action.

Rapid-firing a weapon will greatly reduce its overall accuracy. For every attack roll made with a rapid-firing weapon in a single attack action, a cumulative -1 penalty is applied.

For example, Judge Webb is a 3rd level street judge with a base attack bonus of +3. Combined with his Dexterity of 15 and Weapon Focus (Lawgiver) feat, he has a total attack bonus of +6 when he fires a standard execution shell from his Lawgiver at a fleeing perp. However the perp he is currently chasing is a known mass murderer running towards a crowded shopping mall – Judge Webb must bring him down quickly before more citizens' lives are put at risk. He therefore decides to rapid fire his standard execution rounds. The Lawgiver is a Rapid Fire 3 weapon, so three standard execution rounds will be fired, each with a -3 penalty to the attack roll. Judge Webb's total attack bonus whilst rapid firing his Lawgiver is therefore only +3.

Spraying an Area

Rapid-firing weapons will also allow a character to spray a whole area with his shots, rather than relying on pinpoint accuracy to bring his enemies down. When rapid-firing a weapon, a character may either concentrate his fire on to just one target, or spray his shots and possibly hit other targets as well. If he chooses to do the latter, one attack roll is made against the first target. Further attack rolls may then be made against any target within 5 feet of this target. However, when a character opts to spray an area in this way, one attack roll must be made against every eligible target (even a friend or ally!) within this area before any excess attack rolls are allocated to specific targets – a character may not spray an area packed full of friends and enemies and hope to hit only his enemies. In situations where some targets may be hit and others left unscathed due to a lack of rapid-fired shots, the GM will randomly determine who is struck.

Billy-Joe-Jim-Bob and his bank heisting friends have been surprised by a patrol of judges in the middle of their criminal activities. The judges move quickly in to arrest the perps. Billy has managed to escape the attention of the judges and is currently lying in wait at the back of the bank whilst his allies are being handcuffed. Armed with a heavy spit gun and determined not to go down without a fight, Billy rapid-fires his weapon into perp and judge alike. He is firing 6 shots, the first of which is targeted on the biggest judge he can see. Standing right next to this target is another judge but, unfortunately, two of Billy's perp allies are also standing within five feet of him. One attack roll is made against each judge and each perp. The remaining two shots may be allocated as Billy wishes and he wisely makes another attack roll against each judge.

Selectable Weapons

Rapid-firing weapons may not make more or less attack rolls in an attack action than is listed in their Rapid Fire score as their automatic firing rate is not adjustable. However, any such weapon may make just one attack roll in a firing action, in effect being selected to fire single shots and thus avoiding the attack roll penalty for using a rapid-firing weapon.

A few rapid-firing weapons, such as the spit gun, have two Rapid Fire scores, such as *316.* A character may select which Rapid Fire Score to use in each attack action, in effect selecting between burst and automatic fire.

Stable Firing Positions

Many systems have been designed to stabilise rapid-firing weapons and increase their accuracy, from complex gas-powered dampers to the simple tripod.

Any rapid-firing weapon of large size or greater may be fitted with a tripod. This will reduce all penalties for rapid-firing by half, rounded down.

Weapons mounted on vehicles of large size or greater are automatically assumed to have a stable firing position and so also halve the penalties for rapid firing. Those mounted on vehicles of colossal size or greater are completely stable and so have no penalty to attack rolls for rapid-firing.

Dismayed at constantly missing with his heavy spit gun when se to fully automatic fire, Billy-Joe-Jim-Bob mounts his weapon on the gang's new sky truk. Where he once suffered a –6 penalty when rapid-firing with his heavy spit gun, he now suffers only a -3 penalty to each attack roll made.

Linked Weapons

Some weapons, usually those mounted on vehicles or very large robots, are listed as being twin-, tri-, or even quad-linked. They are effectively two or more weapons of the same type mounted together and set to fire simultaneously. The twin-linked bike cannon on the Lawmaster bike is one such example. When fired, such linked weapons can unleash an immense amount of firepower.

When firing a linked weapon. only one attack roll is made for each shot. However, if the shot hits a target, damage is rolled separately for each weapon within the link. Critical hits apply as normal to linked weapons.

For example, if Judge Webb fires the twin-linked bike cannon on his Lawmaster, he makes only one attack roll for both guns. However, if he hits, he will roll damage for both guns, totalling the amount against the target

Area of Effect

Some weapons within Mega-City One are capable of causing a great deal of damage over a wide area, whether through firing many tiny shots simultaneously, as with the scattergun, or simply by causing a massive explosion.

Such weapons are listed as having an Area of Effect. All targets within the distance listed of the impact point of the weapon will be affected by it, as if they had been directly struck. Characters within this area may make a Reflex save at DC 15 in order to take half damage from the weapon.

Gas weapons are the exception to this rule. Whilst they have an Area of Effect, all characters within the listed area will be fully affected by the weapon - no Reflex save is permitted.

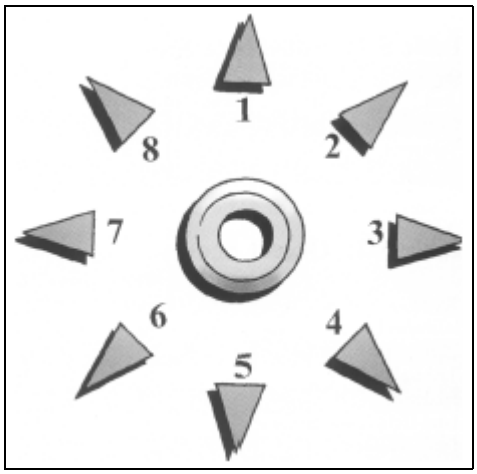
Stray Shots

It is the nightmare of every judge to fire at a perp and miss, striking an innocent citizen instead. Even perps may sometimes be cautious when firing their weapons if their allies are close by. Most of the time during the game of Judge Dredd when a shot misses a target, it will embed itself harmlessly in the floor or nearest wall. However there may be times, such as when a judge is chasing a perp fleeing through a crowd, when stray shots that miss their intended target could cause a great deal of damage to someone else.

The GM may rule that a missed ranged attack shot may indeed strike another target at any time. The ranged attack's path is determined and 1d20 is rolled for every potential target within *5* feet of this path, starting with the closest. If the roll equals or exceeds a target's Defence Value, then it has been hit by the attack as normal. Critical hits may apply as normal from stray shots, based on the roll of the d20.

For example, Judge Webb has fired at a perp running amok in a shopping mall and, unfortunately, has missed. With so many citizens in the crowded area, the GM rules that there is indeed a good chance that the stray shot will hit an unintended target. A juve standing right behind the perp has a Defence Value of 12. The GM rolls a 10 and the shot flies right by the juve's head, much to Judge Webb relief. However, an eldster behind the juve only has a Defence Value of 8 and, rolling 1d20, the GM determines that she is indeed hit by Judge Webb's stray shot. Judge Webb had better hope the eldster can survive the damage of a standard execution round and that the inevitable grilling from his Sector Chief about not firing into crowded areas is not too harsh.

Grenade weapons are an exception to this rule. If a grenade weapon misses its intended target, roll 1d6+1 for every range increment the weapon was thrown. This is how far away the grenade actually lands from its target. The direction in which it deviates is determined by rolling 1d8 and consulting the table below.



Reloading

Whether it is from a magazine of shells, or an integral power pack, all weapons in Judge Dredd rely on ammunition of some sort. Being a finite resource, there will be many times when a character is forced to reload his weapon in order to carry on fighting.

Reloading a magazine or power pack for a weapon is a move-equivalent action. A few weapons, such as the scattergun and missile launcher, have rounds loaded individually. It takes a full round action to load 1d6 rounds for such weapons. Vehicle-mounted weapons also take a full round action to reload, even if they have magazines. A bike must be stationary for its weapons to be reloaded.

Attack an Object

There will be many times during the game of Judge Dredd where a character will wish to break down a door, shoot out a window or otherwise attack inanimate objects. All such objects have a Damage Reduction and Hit Point score. Once an object has been reduced to 0 hit points, it is considered destroyed or, in the case of walls, breached. A few guidelines are listed below to determine the scores of typical items in Mega-City One - the scores for vehicles and robots are covered in more detail in **Chapter 6: Vehicles & Robots**. Certain items may also be broken through the exertion of high strength, as detailed in the Combat chapter of *The Player's Handbook*.

Table 5-1: Substance Scores

Substance	DR	Hit Points
Lead	10	10/inch of thickness
Plasteen	10-15	15/inch of thickness
Plastisteel	20	20/inch of thickness
Rockrete	15	30/inch of thickness

Table 5-2: Object Scores

Object	DR	Hit Points	Break DC
Belliwheel	9	30	30
Citizen Apartment Door	8	15	18
Flashlight	4	6	20
Handcuffs	15	10	30
Hand-Held Communicator	3	4	18
Heavy Weapon	10	25	25
Pistol	10	4	20
Plastisteel Armoured Door	20	80	35
Rifle	10	15	20
Synthi-Ale Beaker	2	2	12
Synthi-Wood Table	4	10	15
Toolkit	6	8	18
Tri-D Screen	8	20	22

Fast Moving Attacks

There are many things within Mega-City One that can move extremely fast, vehicles in particular, and can thus be extremely difficult to hit in combat. The following penalties are applied when making a ranged attack against or from a fast moving target:

Table 5-3: Fast Moving Attacks

Target's Speed	Ranged Penalty
25 mph or less	-
26-50 mph	-2
51-100 mph	-4
101-200 mph	-8
201 mph or more	-16

However, there may be many times when the target's speed is affected by that of the character making the ranged attack, especially if he also is on a vehicle. In such cases the target's speed is modified by that of the attacker's.

If both are travelling in the same direction, the attacker speed is deducted from the target's. If they are moving in opposite directions, the two speeds are added together before the table above is consulted.

Judge Webb, now on traffic patrol, is travelling at 50 mph on his Lawmaster towards a stolen ground car which is heading for him, also at 50 mph. Firing an armour piercing round, Judge Webb suffers a -4 penalty to his attack roll, as the target's speed is considered to be 100 mph as they close range. He misses and the ground car speeds past him. Judge Webb quickly performs a handbrake turn and reverses his direction, accelerating to catch the ground car up. The ground car itself has sped up to 100 mph and Judge Webb matches its speed. Because they are now travelling in the same direction at the same speed, the target speed is considered to be 0 and so Judge Webb suffers no penalty to his attack roll when he fires another armour piercing round.

Called Shots

Any character locked into deadly combat within Mega-City One will usually seek to destroy his enemies as quickly as possible before he succumbs to their own attacks. There is little room for finesse and flair on the streets and survival normally depends on lightning-fast reactions coupled with devastating blows that ensure once an enemy hits the ground he stays down.

However, as any judge or skilled perp knows, there are many more ways to cripple and defeat an enemy than by simply pumping him full of lead. Some instead choose to aim their blows at specific parts of their enemy's body, not only causing great injury, but also aiming to whittle down his ability to continue fighting in an effective manner. By striking at heads, arms and legs, a skilled combatant can all but incapacitate a foe, leaving him vulnerable and wide open to attack. Even the greatest blitzer will be left at a great disadvantage after a judge has cunningly smashed a knee cap with a well aimed standard execution round.

Making a Called Shot

In order to make a called shot, a player must simply declare one of the called shots below (announcing 'called shot to the head!' for example). Every type of called shot imposes a penalty on the attack roll made against the target, as listed under the description of each. Damage is rolled against the target as normal and, in addition, it will suffer the effects of the called shot detailed below.

Called shots may only be attempted with melee attacks and ranged attacks made against targets within 30 feet. In addition, they may not be attempted against any enemy who is immune to critical hits. The effects of a called shot on a living creature may be negated through the use of a medipack and a Medical check made at DC 15 or by complete rest for 1d6 days, unless otherwise stated below.

Called Shot to the Arm

Attack Roll Penalty: -8.

Any enemy who suffers a called shot to the arm will be placed at a great disadvantage in combat as their limb will be all but useless for a time. A successful attack will cause the victim to drop anything held in their hand, automatically disarming them. In addition, they will suffer a -4 circumstance penalty to all checks and attack rolls made using the wounded arm.

Called Shot to the Groin

Attack Roll Penalty: -12.

Seen as one of the lowest tricks to employ during combat, many perps strike in the dirtiest fashion they can, willing to do anything in order to defeat an opponent. A victim of a successful called shot to the groin (also known as the 'nut-cracker manoeuvre') will be staggered and only able to take partial actions for 1d6 rounds unless treated with a medipack. A called shot to the groin may only be attempted in melee combat.

Called Shot to the Head

Attack Roll Penalty: -15.

By striking at an opponent's head the character aims for one of the most vulnerable parts of the anatomy and can cause a great deal of pain and suffering with a single blow. A victim of a called shot to the head will be stunned and suffer an additional 1d10 points of damage, ignoring any Damage Reduction. During this time, the victim will also lose his Reflex bonus to Defence Value and will be unable to take any actions. Any attacker gains a +2 bonus to all attack rolls against the stunned victim. The effects of a called shot to the head will last 1d6 rounds unless treated.

Called Shot to the Leg

Attack Roll Penalty: -6.

By striking at an opponent's leg, a character may cripple his ability to fight effectively in combat, and will certainly reduce his chances of escape. A victim of a successful called shot to the leg will have his base speed halved. In addition, all Climb, Jump and Swim checks will be made with a -4 circumstance penalty.

Called Shots to Robots

Characters may make called shots to various parts of a robot in the same way as they can to a living creature. However, the effects of such called shots are markedly different to those made against living targets.

A called shot to the arm of a robot will cause it to drop anything it is carrying in its hand but will have no permanent effects.

Called shots to the groin will have no effect on robots.

The computerised brain of a robot is rarely built into its head, instead being buried deep in its armoured chest cavity. However, most of a robot's sensory equipment is placed within its head and damage to this area may disrupt and confuse the robot until it is able to reinitialise its systems. A successful called shot to the head of a robot will stun it for 1d3 rounds. During this time, the robot will also lose any Reflex bonus to its Defence Value and will be unable to take any actions. Any attacker will gain a +2 bonus to all attack rolls made against the stunned robot.

A successful called shot to the leg of a robot will halve its base speed but will have no further effect. A Technical check (DC 15) used in conjunction with a mechanical toolkit will fix the robot. This will take one minute of uninterrupted work.

Called Shots to Vehicles

Called shots may also be attempted against vehicles, with the intention of knocking out vital subsystems, as detailed below.

Called Shots to the Power Plant

Attack Roll Penalty: -6.

By attacking a vehicle's main source of power, a character may be able to slow and even stop it dead. For every 10 full points of damage caused whilst making a called shot to the power plant, the vehicle's top speed will be reduced by 25 mph. A Technical check (DC 15) used in conjunction with a mechanical toolkit will fix the power plant. This will take one minute of uninterrupted work.

Called Shots to a Weapon

Attack Roll Penalty: -10.

By aiming at a vehicle's offensive firepower, a character can literally disarm an enemy travelling in a vehicle. The full damage of a successful called shot to a weapon will be applied to the weapon itself rather than the vehicle, as detailed under **Attack an Object**.

Called Shot to the Wheel

Attack Roll Penalty: -8.

Aiming an attack at a vehicle's wheels is a sure ay to force it off the road. A successful called shot to the wheel will cause the driver to make an immediate Drive or Ride check at a DC equal to twice the damage caused by the attack, or lose control as detailed in **Chapter 6: Vehicles & Robots**. It should be noted that only wheeled vehicles and bikes are susceptible to a called shot to the wheel.

Other Called Shots

Players and GMs are welcome to add their own called shots to the game, to reflect unique situations and circumstances of the scenario. The GM should base the difficulty and effect of these called shots along the same line as those presented in this chapter. For example, if the player of Judge Tipper wishes to shoot a pistol out of the hand of a perp without harming him, the GM may well rule that such a shot is twice as difficult as a called shot to the arm and impose a –16 penalty to Tipper's attack roll. If successful, the full damage of Judge Tipper's attack will be applied to the pistol itself, not the perp.

The streets of Mega-City One are overflowing with millions upon millions of vehicles. From the humble and insignificant block buggy to the crushing might of a two-laner jugger, there are almost as many types of vehicle as there are citizen, each built by the great corporations of mega-cities around the world. This chapter looks at how players may use vehicles in the game, allowing judges to accelerate to hundreds of miles an hour down a busy Meg-Way in pursuit of a perp and citizens to purchase or steal the flashiest, most up to date roadster credits can buy.

Vehicle Actions

The occupants of any vehicle are divided into two categories - crew and passengers. Crew are necessary to ride, drive or pilot a vehicle, fire its weapons and in the case of a larger vehicle, monitor vital subsystems and maintain its power plant. Passengers are merely along for the ride, though they may take over crew positions and fire weapons from the vehicle if they wish.

Initiative checks are made as normal for crew and passengers on board a vehicle. The GM will usually make one Initiative check for all characters under his control, whilst each player will make a separate check for every one of their characters, whether they are on board the same vehicle or not.

Firing a weapon from a vehicle is a normal attack action, though certain modifiers apply, as detailed in **Chapter 4: Combat**. Driving a vehicle is a full round action, though drivers may also try to accomplish other actions simultaneously, as detailed later in this chapter.

Occupants and passengers are free to disembark from a vehicle as a move-equivalent action, even if it is moving at high sped at the time! Any character leaving a moving vehicle will suffer 1d6 points of damage for every 25 mph or part of the vehicle speed. Damage Reduction applies as normal.

Movement

The majority of vehicles found on and above the streets of Mega-City One are capable of moving at incredible speeds. For the majority of the game, the speed of any vehicle is described in terms of miles per hour, rather than feet per round as in the case of characters, as they would otherwise be moving at thousands of feet per round!

Vehicles have four speed bands to categorise their movement rate. From fastest to slowest, they are:

- **High:** The high speed band includes all speeds from fast to the absolute maximum a vehicle may reach under its own power.
- **Fast:** This is the speed many vehicles travel at when on the Meg-Ways of the city in order to keep up with the flow of traffic (and stay above the legal minimum speed!). Fast speed is anything below half of a vehicle's high speed.
- **Slow:** Most vehicles moving along the crowded city bottom will travel at slow speed. Slow speed is considered to be anything below half of a vehicle's fast speed, or a quarter of its high speed.
- **Crawling:** This is considered to be any speed below 5 miles per hour, including stop, and is generally used only when a vehicle needs to move at exceptionally low speeds in order to avoid an obstacle or interact in any way with characters on foot.

A vehicle moving at crawling speed has the following movement rate in relation to characters:

Table 6-1: Miles to Feet

Vehicle Crawling Speed	Character Movement Rate
1 mph	10 ft.
2 mph	20 ft.
3 mph	30 ft.
4 mph	40 ft.
5 mph	50 ft.

A speed band includes the amount in miles per hour listed and all amounts slower, down to the next speed band. The actual speed (in miles per hour) within this speed band is decided by the character driving the vehicle as a free action at the start of each round.

Any character making a drive action can automatically accelerate or decelerate a vehicle by one speed band. In addition, he may also turn a moving vehicle by up to 45º at the end of any round. If the vehicle is fitted with a boresight weapon (as detailed later in this chapter), he may also fire this, without penalty, as well as turning, accelerating and braking.

For example, Phillip the Fury is in control of his new mo-pad and is currently moving at fast speed down Meg-Way 34. In a single round, he may accelerate up to high speed or decelerate down to slow speed. In addition, he can also turn the mo-pad by up to 45º as part of the sane Drive action.

Any stationary vehicle may also move in reverse. Any vehicle can move up to its slow speed in reverse.

Movement Types

The majority of vehicles within Mega-City One still rely on either wheels or tracks for their locomotion, though advanced technology has allowed even the common citizen to take to the skies. Every vehicle within the game has one of the following movement types listed in its description, slightly affecting the way it is treated within the rules.

Bike: Covering any medium-sized or smaller two or three wheeled vehicle, the full rules for bikes are covered in detail later in this chapter. Bikes require the Ride skill for safe use.

Fly: Flying vehicles provide the fastest means to travel anywhere within Mega-City One. The full rules for flying vehicles are covered on p90. Flying vehicles require the Pilot skill for safe use.

Grav: Employing powerful anti-grav power plants, grav vehicles float up to five metres off the ground. As well as being generally faster than their wheeled counterparts, grav vehicles ignore rough ground, as detailed in Driving Conditions below. Grav vehicles require the Drive skill for safe use.

Tracked: Being extremely slow in comparison to wheeled vehicles, tracked vehicles double the safe speed permitted for being in ruins or rough ground. Tracked vehicles require the Drive skill for safe use.
Wheeled: The vast majority of vehicles within Mega-City One have wheels to provide their motive force. Wheeled vehicles have no special rules and require the Drive skill for safe use.

Driving Conditions

Both Ride and Drive are untrained skills in Mega-City One, for the proliferation of vehicles in everyday life pretty much guarantees anyone can simply leap into a vehicle and start driving. However, something is always happening in the big city, and any unexpected event can send a vehicle hurtling out of control at high speed off the side of a mile-high slipway or into the back of a jugger.

Every surface a vehicle can drive upon has a listed safe speed, dictated by the roughness of terrain or, more commonly, the legal speed of other traffic. More information on the road systems of the city can be found in **Chapter 10: A Tour of Mega-City One**. The safe speeds for a vehicle are listed below:

Table 6-2: Safe Speeds

Road or Terrain	Safe Speed
Ruins	25 mph
Rough Ground	50 mph
Pedway	25 mph
City Bottom	100 mph
Slipway	150 mph
Skedway	175 mph
Meg-Way	200 mph

Any vehicle travelling at the safe speed or less may do so normally and safely for any length of time – the driver need take no checks under these ordinary driving conditions. The safe speed listed above is halved in adverse conditions - night, fog or torrential rain. Note, however, that the bright lights and weather control systems that govern Mega-City One work to make such adverse conditions extremely rare within the city, though they, and far worse, are commonly encountered within the Cursed Earth.

However, all too often judges and citizens alike need to get to their destination in very short order, often being ruthlessly pursued by (or pursuing) an enemy. Such things can easily encourage a driver to begin travelling too fast for safe driving conditions.

Whenever a driver exceeds the safe speed for the road or terrain he is currently on, a Drive or Ride check must be made at DC 10 in order to keep his vehicle under control. Failure will result in the vehicle moving out of control, as described later in this chapter. This check is modified by the following:

Table 6-3: Driving Conditions

Driving Condition	Drive/Ride Modifier
Light or no traffic present	-
Moderate traffic present	-4
Heavy traffic present	-8
Every 25 mph, or part of, above safe speed	-2
Vehicle moving at Crawling Speed	+10
Small vehicle	+2
Medium vehicle	+1
Large vehicle	-
Huge vehicle	-2
Gargantuan vehicle	-4
Colossal vehicle	-8

The GM is welcome to add further modifiers as he feels appropriate.

Driving Too Slowly

On the roads of Mega-City One, it is just as dangerous to drive too slowly as it is at top speed! Thousands of ground cars, bikes, roadliners and two-lane juggers can cruise past any section of the road system at speeds in excess of 200 mph, making the survival of an accident, slow driving or plain stupidity extremely unlikely.

The average speed of the various road systems of Mega-City One are listed below:

- City Bottom - 50 mph.
- Slipway - 100 mph.
- Skedway - 150 mph.
- Meg-Way - 200 mph.

If any vehicle on the road travels slower than these speeds, it runs a very great risk of being struck by another, faster, vehicle. At the start of every round in which such circumstances occur, roll on **Table 6-4: Slowster**. If the table indicates nothing has come, then the slow driver is extremely lucky and has avoided catastrophe - for now. If he continues to travel slowly, roll every round on **Table 6-4: Slowster** until he is hit or speeds up.

If **Table 6-4: Slowster** indicates a collision has occurred, use the ramming rules detailed later in this chapter. This will be a shunt ram, with a ram speed equal to the average speed of the road type above, minus the speed of the slowster. The size of the ramming vehicle rolled for will also affect the amount of damage caused to the slowster, as detailed later in this chapter.

Table 6-4: Slowster

	Struck By (size of vehicle)			
1d20	**City Bottom**	**Slipway**	**Skedway**	**Meg-Way**
1-2	-	-	-	-
3-4	-	-	-	Medium
5-6	-	-	Medium	Large
7-8	-	Medium	Large	Large
9-10	Medium	Medium	Large	Huge
11-12	Medium	Large	Large	Huge
13-14	Large	Large	Huge	Gargantuan
15-16	Large	Huge	Huge	Gargantuan
17-18	Huge	Gargantuan	Gargantuan	Colossal
19-20	Gargantuan	Colossal	Colossal	Colossal

Table 6-4: Slowster assumes that only light traffic is present. If the GM rules the road is filled with moderate traffic, apply a +2 modifier to this table. If heavy traffic is present, apply a +4 modifier.

The Slowster table need not only be used for slow moving vehicles - anything on the road that is not moving as fast as the surrounding traffic may be potentially struck, from a perp or jaywalker fleeing from the judges, to a citizen thrown out of his ground car by mobile hijackers! In all cases, roll on **Table 6-4: Slowster** every round a character remains on the road. If he is struck by a vehicle, use the rules for Ramming Pedestrians, as detailed further in this chapter.

Manoeuvres

In addition to weaving in and out of traffic at high speed or speeding across the rough terrain of the Cursed Earth, there are a variety of other manoeuvres a driver may attempt as part of his drive action in order to gain an edge on his enemies or, more likely, to avert complete disaster. Each of these manoeuvres has a Drive DC the driver must succeed at in order to safely complete the them and remain in control of his vehicle. **Table 6-3: Driving Conditions** is also used to grant penalties and bonuses to the checks made for these manoeuvres.

A safe speed is also listed for most of the following manoeuvres - note that a check must still be made even if the vehicle is moving at or below this safe speed. However, vehicles moving extremely fast whilst performing these manoeuvres will be far more likely to go out of control, as demonstrated on **Table 6-3: Driving Conditions**.

With the exception of Sustaining Damage, which the driver has no control over, only one manoeuvre listed below may be attempted with each drive action. A vehicle must be moving in order to perform any of these manoeuvres. Note that as a vehicle is in motion, a driver may not take 10 or 20 in order to succeed at these checks.

Emergency Stop

Safe Speed: n/a
Drive DC: 15
By riding the brakes and taking great care not to start skidding, a driver may dramatically slow his vehicle in order to avoid disaster. A successful Emergency Stop will allow a vehicle to slow down by two speed bands instead of just one with a single drive action.

Handbrake Turn

Safe Speed: 50 mph
Drive DC: 20
This is the classic manoeuvre of any fleeing perp desperately trying to reverse his direction as quickly as possible, portrayed in a thousand vid-shows. A successful Hardbrake Turn will spin a vehicle around up 180 to face the opposite direction of travel, whilst coming to a complete stop.

Hard Turn

Safe Speed: 50 mph
Drive DC: 15
Wrenching hard at the controls, the driver may turn his vehicle violently in order to avoid an obstacle or shake off pursuit. A successful Hard Turn will allow a vehicle to turn up to 90º after it has moved in a round, instead of just 45º.

Jump

Safe Speed: n/a
Drive DC: 10
Through the use of any suitable ramp, a driver may take to the air with a ground-based vehicle, leaping high and far to avoid danger. Any vehicle may jump in this manner through the use of an ordinary drive action. Successfully landing the vehicle and remaining in control, however, will require the use of this manoeuvre. A jumping vehicle will clear a distance in feet equal to twice its current speed in miles per hour. Vehicles of larger size or greater halve this amount. The GM is the is the final arbitrator of what may be used as a ramp and may impose bonuses and penalties to the distance cleared at his discretion in order to reflect steep or shallow ramps.

Other Action

Safe Speed: 150 mph
Drive DC: 10
Though very irresponsible and wholly inconsiderate of other users of the road, a driver may attempt to perform any attack or standard action simultaneously to his drive action. This may be something as simple as reading a sector map, or firing a pistol out of a window. At least one arm and one leg, however, must be free to control the vehicle.

Sideswipe

Safe Speed: 100 mph
Drive DC: Opposed
By drawing up alongside another vehicle, a driver can smash his own into it, forcing it off the road and out of control. To perform a sideswipe, a driver must be travelling in the same direction as his victim, be alongside and within 25 mph of the victim's own speed. Both vehicles automatically take 1d6 points of damage, modified by **Table 6-7: Collision Damage Modifiers**, and both drivers make an opposed Drive check. If the victim beats the driver making the sideswipe, nothing further happens. If he fails, consult **Table 6-5: Control Loss**.

Sustaining Damage

Safe Speed: 100 mph
Drive DC: 1 per hit point of damage sustained.
The violent shock of a vehicle being struck by heavy weapons fire may be enough to bounce it off the road and send it spinning out of control. Whenever a vehicle sustains damage, a Drive check must be made in order to remain under control.

Out of Control

It will happen sooner or later to even the very best of drivers. A risky manoeuvre will be attempted that sends a vehicle careening out of control with potentially disastrous consequences. A vehicle will be out of control after any Drive check is failed.

Whenever a Drive check is failed consult the table below in order to determine what happens to the vehicle. The effect describes exactly what happens to the vehicle. The effect describes exactly what happens to the vehicle until control is regained or the vehicle comes to a stop. During this time, the driver of the vehicle may not use a drive action to change the vehicle's speed or heading, and can only use it to Regain Control.

Check penalties apply to the skill checks and attack rolls of every crew member and passenger on board the out of control vehicle. The vehicle will also lose speed every round it is out of control.

Judder: The vehicle sways erratically out of control, threatening to skid or spin as the driver wrestles with the controls. Whilst juddering, the vehicle moves in a straight line.

Skid: Tyres squealing in protest, the vehicle veers violently out of control. The vehicle will skid in the opposite direction of any turn being attempted. If no turn was being attempted, the GM determines randomly whether the vehicle skids to the left or right. A skidding vehicle will move in a straight line but veer off an amount of feet equal to its speed in miles per hour in the direction of the skid.

Spin: Wildly out of control, the vehicle spins over and over, severely disorientating all on board. A spinning vehicle moves in a straight line and if brought under control, will return to face its direction of travel. The final facing of a spinning vehicle that comes to a stop is determined randomly by the GM.

Roll: The most spectacular vehicle catastrophes always involve them rolling end over end hopelessly out of control. A rolling vehicle moves in a straight line but no-one on board may take any action during this time - the driver cannot even attempt to bring it under control. All occupants sustain 1d6 points of damage, ignoring Damage Reduction, every round the vehicle rolls, whilst the vehicle itself will sustain 2d10 points of damage, ignoring Damage Reduction, for every 100 mph, or part of, the speed it is currently travelling. When a rolling vehicle finally comes to a stop, roll 1d6. On a 1-2, it lands on its wheels, on a 3-4, its roof and on a 5-6 one of its sides (randomly determine which).

A driver at the controls of an out of control vehicle may attempt to bring it under control, using the Regain Control manoeuvre described below. This is the only manoeuvre that may be attempted on board a vehicle that is out of control. Players should be aware that if this check is failed the Control Loss table is consulted once again. If a worse effect occurs, this is applied immediately to the vehicle, instead of the original effect, so it is entirely possible to make a bad situation much worse! Any better effects are ignored.

Table 6-5: Control Loss

Drive/Ride check failed by	Effect	Check Penalties	Speed Loss
5 or less	Judder	-2	-
6-10	Skid	-4	25 mph
11-15	Spin	-10	50 mph
16+	Roll	No action possible	100 mph

Regain Control

Safe Speed: 100 mph
Drive DC: 10
A driver may attempt to regain control of a vehicle that is juddering, skidding or spinning. On a successful check, the vehicle immediately comes back under control and further drive actions may be taken as normal next round. A rolling vehicle may never be brought back under control. The Regain Control manoeuvre is affected by the modifiers of **Table 6-3: Driving Conditions** as normal and is a full round action

It should be noted that an out of control vehicle on a busy Meg-Way or within an enclosed environment runs a very real risk or crashing into safety barriers, other vehicles and buildings. The GM will determine when this happens, using the rules below for rams and collisions to work out the effects of such carnage.

Rams & Collisions

Many of the vehicles on the roads of Mega-City One weigh well over a ton and can thus be used to cause a great amount of damage to an enemy, even if they do not mount weapons. Many criminals are all too willing to intentionally ram either an enemy or an innocent in order to further their nefarious schemes. On the other hand, many drivers may find themselves the poor victims of an accident, hopelessly colliding with vehicles, buildings and other solid objects as they move out of control.

A driver may attempt to ram any other vehicle on the road, though his victim does have the chance to veer out of the way at the last minute.

Ram

Safe Speed: 200 mph
Drive DC: Opposed.
A driver may attempt to ram any vehicle he moves into contact with by making a Drive check opposed by that of the driver in the other vehicle. Both checks are affected by the modifiers on **Table 6-3: Driving Conditions**. If he fails to beat the other driver's check, the victim manages to dodge out of the way at the last second. If he succeeds, collision damage is dealt to both vehicles.

Colliding Vehicles

There are three types of collision within the game of Judge Dredd, used to determine the ramming speed of the vehicles involved - head-on, shunt and t-bone.

Head-on collisions are used when both vehicles are moving towards each other – the ramming speed is the total of their current speeds.

Shunts occur when both vehicles are moving in the same direction – obviously, the ramming vehicle has to move faster than its victim in order for a shunt to occur. The ramming speed is considered to be the equal to the rammer's speed minus that of the victim.

T-bones happen when one vehicle ploughs into the side of another. The ramming speed is considered to be the speed of the rammer only. This type of collision is also used when a vehicle ploughs into a stationary object.

Collision Damage

Once the ramming speed of a collision has been determined, both vehicles (or vehicle and stationary object) are dealt damage, according to **Table 6-6: Collision Damage**.

Table 6-6: Collision Damage

Ramming Speed	Damage
25 mph or less	1d10
26-50 mph	2d10
51-100 mph	4d10
101-200 mph	8d10
201-400 mph	16d10
401 mph or more	Automatically destroyed

This damage is further modified by the size of a vehicle being rammed - a huge mo-pad will always cause a great deal more damage to any other vehicle involved in a collision with it than a block buggy might. This damage modifier is applied to the vehicle being collided with. A vehicle's Damage Reduction score will reduce the damage sustained in a ram as normal.

Table 6-7: Collision Damage Modifiers

Vehicle Size	Damage Modifier
Small	x ½
Medium	x 1
Large	x 2
Huge	x 4
Gargantuan	x 8
Colossal	x 16

Vehicle Crew & Passengers

Characters within a vehicle that is rammed or being rammed will also sustain damage from the violent shock of metal meeting metal at high speed. All characters within a vehicle involved in a ram will sustain 1d6 points of damage for every 50 mph of ramming speed.

Ramming Pedestrians

Though a distasteful practice to most citizens, there are many criminals who would be just as happy to run over their enemies as shoot them. Vehicles spinning out of control have also been known to cause great carnage on the pedways.

A vehicle striking a pedestrian will cause collision damage as described above, though the pedestrian will not gain the benefit of Damage Reduction. The pedestrian may make a Reflex save to halve this damage at DC 15 +2 per 25 mph of the vehicle's speed.

The Aftermath

If two vehicles of the same size category engage in a head-on or t-bone collision with each other, both will come to an immediate stop. If they were involved in a shunt, half of the ramming speed is added to the current speed of the victim and deducted from that of the rammer.

Big vehicles have a decided advantage in collisions, above and beyond the greater amount of damage they can cause. When a larger vehicle is involved in a collision with a smaller one, it will have its speed reduced by half of the ramming speed of the collision, whilst the smaller will simply be pushed out of the way.

If one vehicle completely destroys another in a ram. It will simply lose 50 mph as it drives through or over the wreckage of its victim. If the ramming vehicle is of at least 3 size classes larger than its destroyed victim, it will not be slowed down at all by the ram.

Note that Drive checks for Sustaining Damage must be made in rams as normal.

Leaving Vehicles

A character may board or disembark from any vehicle as a move-equivalent action. If the vehicle is in motion, the character will take damage based on the vehicle's speed.

If a character disembarks from a moving vehicle, he will sustain 1d6 points of damage for every 25 mph, or part of the speed the vehicle is currently travelling at. Damage Reduction applies as normal. If the vehicle is a bike, the character is permitted to make a Ride check in order to reduce damage, as described in **Chapter 2: Skills**.

Falling Vehicles

There are many opportunities for vehicles to sustain damage from falling great distances in Mega-City One. A failed Drive check during a high speed pursuit can send a vehicle crashing through the safety railings of a Meg-Way to plummet over a mile down to city bottom. A falling vehicle will sustain 1d10 points of damage for every 25 feet, or part of, it falls to a maximum of 10d10 points of damage. This damage ignores a vehicle's Damage Reduction.

Destroyed Vehicles

A Lawmaster thundering away at a roadster with its bike cannon will quickly turn the vehicle into a smoking wreck. A particularly powerful attack is very likely to completely destroy a vehicle by striking the power plant or fuel system, causing a blazing wreck to tumble across the Meg-Way.

Any vehicle reduced to 0 hit points or less will be destroyed. However, very powerful weapons may have an increased effect on vehicles. Any vehicle reduced to -10 hit points in the same round as it was destroyed will automatically explode.

Exploding vehicles will cause damage to everything within an area of effect, as detailed on **Table 6-8: Exploding Vehicles**. As with other area effects (see **Chapter 5: Combat**), characters caught within the blast may make a Reflex save at DC 15 in order to take half damage. However, any occupants of the vehicle may not make this Reflex save and will automatically take the full amount of damage.

Table 6-8: Exploding Vehicles

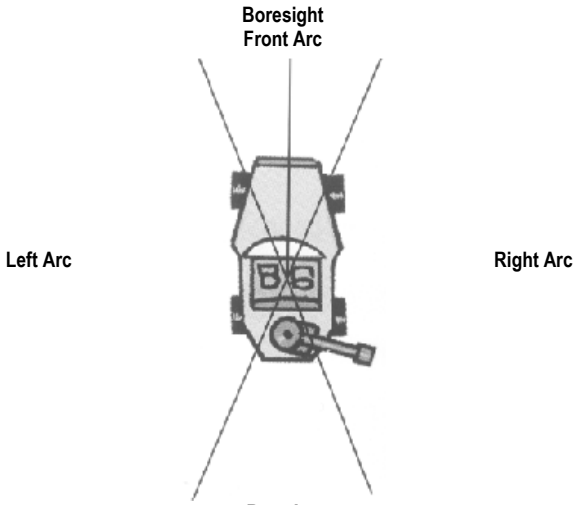
Vehicle Size	Area of Effect	Damage	Armour Piercing
Small	5 ft.	1d6	1
Medium	10 ft.	2d6	2
Large	20 ft.	3d6	4
Huge	25 ft.	4d6	6
Gargantuan	50 ft.	8d6	10
Colossal	100 t.	16d6	16

Autopilots

All vehicles except bikes are assumed to have an autopilot. An autopilot is capable of performing a Drive action every round as if it had a Drive or Pilot skill (as appropriate) of 1, and will be activated either upon a verbal command, or automatically in the absence of any driver whilst the vehicle is still in motion. Autopilots are capable of following any course or automatically travelling to any destination specified without any human intervention. They may not, however, perform any manoeuvre as detailed earlier, nor may they initiate a ram, though they will attempt to avoid one with their Drive skill of 1 in the opposed check. If a vehicle is out of control, an autopilot will attempt the Regain Control manoeuvre if no driver is present or if so ordered. This is performed with a Drive skill of 1.

Weapons

A few vehicles have the capability to carry weaponry. Normally found on vehicles within the Justice Department or Citi-Def units, perps have also been known to retrofit vehicles to carry weaponry in order to facilitate their more violent criminal activities. Any weapon mounted upon a vehicle will have a restricted fire arc, greatly limiting the targets it may potentially fire upon. Such fire arcs are listed on the diagram below:



Front (Fr): Front-mounted weapons may fire to any target within a 45º arc to the front of the vehicle.
Left (Lt): Left-mounted weapons may fire to any target within a 135º arc to the left of the vehicle.
Right (Rt): Right-mounted weapons may fire to any target within a 135º arc to the right of the vehicle.
Rear (Rr): Rear-mounted weapons may fire to any target within a 45º arc to the rear of the vehicle.
Boresight (BS): Normally reserved for driver-operated weaponry or those mounted on flying vehicles, such weapons can only fire in a straight line directly ahead of the vehicle.
Turret (Tt): Turret-mounted weaponry may fire freely to any fire arc.

Fire Control Systems

Some vehicles that carry weapons also feature advanced fire control systems, electronic targeting systems that allow characters to lock-on to targets and greatly increase their accuracy. A fire control system grants a competence bonus to all attack rolls made with the weapon, ranging from +1 to +5.

Bikes

In general, bikes share all the rules above as their multi-wheeled counterparts. There are, however, some important differences to reflect their lightweight and exposed riders.

- Where a Drive check is to be made, those on bikes must instead make Ride checks. All modifiers apply as normal to Ride checks.
- A bike may only perform a sideswipe against another bike or a vehicle smaller than itself.
- The rider of a bike may add his Dexterity modifier to the vehicle's Defence Value, so long as the vehicle is capable of travelling at 50 mph or greater.
- Bikes will never spin. A rider failing his Ride check by 11 or more will automatically roll.
- The rider of a rolling bike will be automatically thrown from his vehicle, taking damage as for leaving a moving vehicle. A Ride check may be made to reduce this damage, as described in **Chapter 2: Skills**.
- An enemy making a melee attack against a bike may choose to strike at either the bike or its rider.
- An enemy making a ranged attack at a bike and its rider makes an attack roll against the bike's Defence Value but has a chance of hitting either. For every ranged attack made, roll 1d6; on a 1-4, the bike is struck. On a 5-6, the rider takes damage instead. Area effect weapons will strike both bike and rider if they are caught in the blast, though the rider may choose to make a Reflex check as normal in order to sustain half damage. If he does this, he will also have to leap from the bike, possibly sustaining additional damage if he is currently moving at high speed.
- A bike rider involved in a collision will automatically take damage as if he had been struck as a pedestrian at the ramming speed of the collision. He may not make a Reflex save to halve this damage.
- Bikes do not have autopilots (the judge's Lawmaster is an exception to this). They may, however, have fire control systems.

Small & Medium Vehicles

There are many forms of transport in Mega-City One, from the giant hoverships and strato-cruisers to the tiny and highly personal block buggy and powerboard. The smallest types of vehicles are often strapped on to their user, granting him great manoeuvrability, speed or convenience but providing little in the way of protection from harm.

Any vehicle of small or medium-size is considered to greatly expose the user to danger should he be involved in combat or a collision. The following rules reflect this increased vulnerability.

- It often takes a great deal of skill to successfully control small and medium-sized vehicles as they are usually personal devices that grant a tremendous amount of speed and agility to a person. Not all such vehicles require the use of Drive, Pilot or Ride skills. Where another skill is used such as Craze (skysurfing) for powerboards, this is listed after the vehicle's movement type in its description.
- Such vehicles may only perform a sideswipe against another vehicle of the same size or smaller than itself.
- The user of a small or medium vehicle may add his Dexterity modifier to the vehicle's Defence Value, so long as the vehicle is capable of travelling at 50 mph or greater.
- An enemy making a melee attack against a medium-sized or smaller vehicle may choose to strike at either the vehicle or its user.
- An enemy making a ranged attack at a medium sized or smaller vehicle and its user makes an attack roll against the vehicle's Defence Value but has a chance of hitting either. For every ranged attack made, roll 1d6; on a 1-3, the vehicle is struck. On a 4-6, the user takes damage instead. Area effect weapons will strike both the vehicle and user if they are caught in the blast, though the user may choose to make a Reflex check as normal in order to sustain half damage. However, if he does this, he will also have to leap from the vehicle, possibly sustaining additional damage if he is moving at high speed.

Flying Vehicles

Generally speaking, flying is indeed the safest way to travel, though it has to be said that the consequences of going out of control are far, far worse. Many vehicles within Mega-City One are capable of flight, from the tiny, one-man hoverpods, to the sleek strato-cruisers that ply the skies between mega-cities all over the globe.

Flying vehicles follow all the rules for vehicles detailed previously in this chapter, with one major exception - checks are never made for being out of control. Put simply, a flying vehicle will either be in the air, or it will have crashed. There is no middle ground whilst flying!

Instead, any flying vehicle need only make a Pilot check at DC 10 to avoid any potential collision, whether it is a looming city block or the ground after a steep dive. This check is modified by the vehicle's speed and size, as shown on **Table 6-9: Pilot Modifiers**.

If one flying vehicle attempts to ram another, the characters operating each vehicle must make opposed Pilot checks - the highest scoring character may choose whether the ram is successful or whether it misses. Damage in mid-air collisions is always assumed to be as for head-on rams, as described earlier in this chapter.

Table 6-9: Pilot Modifiers

Vehicle Speed & Size	Pilot Modifier
Small Vehicle	+2
Medium Vehicle	+1
Large Vehicle	-
Huge Vehicle	-2
Gargantuan Vehicle	-4
Colossal Vehicle	-8
Heavy Storm/Hurricane Winds	-10
Bad Weather/Strong Winds	-4
50 mph or less	-
51-100 mph	-1
101-200 mph	-2
201-400 mph	-4
401-600 mph	-8
601 mph or more	-16

A flying vehicle that collides with an object takes damage as shown in the collision rules above. Needless to say, if a vehicle crashes into the ground, the earth is considered to be of colossal size…

Vehicle Descriptions

Listed below are just a few examples of the vast range of vehicles available to the citizens of Mega-City One, if they have the available credits.

Block Buggy, Mercury Type 44

A common feature of every modern city block, very few block buggies are owned by citizens but are instead the property of the city. Given the sheer size of most city blocks, even the most able-bodied citizen may have trouble traversing the length of even a single floor and so simple, easy to use block buggies are supplied for the use of the inhabitants in order to safely take them from park, to mall, to home again without fuss.
Size: Medium; **Defence Value:** 10; **Damage Reduction:** 6; **Hit Points:** 5; **Speed:** 5 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 5 lb.

Citi-Def Gunship, Sirocco

Slowly being phased out in favour of less manoeuvrable ground-based vehicles, due to a number of block wars where its armaments caused large numbers of casualties, many Citi-Def units cling hopelessly to their prized Sirocco gunships. Fast, well armed and armoured, the gunship is the perfect vehicle for destroying light targets and transporting small squads whilst under heavy fire. Unfortunately, it is these same qualities that have made it lethal during block wars, rather than in the defence of the city as was originally intended.
Size: Huge; **Defence Value:** 10; **Damage Reduction:** 16; **Hit Points:** 180; **Speed:** 400 (fly); **Weapons:** Heavy Spit Gun 2d6/8(Tt, FC +1), twin linked Hi-Ex Missile Launcher 3d12/20 (Bs); **Crew:** 2; **Passengers:** 8; **Cargo:** 300 lb.

Ground Car, Foord Slabster

The Slabster is one of the most common vehicles found on the streets of Mega-City One and every family who cannot hope to afford the latest roadster or hovercar aspires to the freedom a ground car can give - for many, the car gives the first opportunity they have had to leave their city block. The Slabster is reasonably well-featured for its price and includes many additions such as the Electro 'Lite' security system normally found on far more expensive models. Many are used by the few successful taxi companies still employing human drivers.
Size: Large; **Defence Value:** 9; **Damage Reduction:** 10; **Hit Points:** 45; **Speed:** 250 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 3; **Cargo:** 750 lb.

Ground Car, Foord Strato

For many critics, Foord's entry into the roadster market was an expensive disaster but by just slightly altering the marketing of the Strato, the company managed to create a highly desirable ground car for the citizen who wanted the looks and performance of a hot rod but without the expense and prestige. Forever dubbed 'the poor citizen's roadster,' the Strato can never compete with Nirvana's Type-Z in terms of style, features and sheer appeal but it has proved itself to have a performance best described as sparkling, combined with Foord's legendary reliability.
Size: Large; **Defence Value:** 9; **Damage Reduction:** 10; **Hit Points:** 40; **Speed:** 350 (wheeled); **Weapons:** None; **Crew:** 1 ; **Passengers:** 1 ; **Cargo:** 350 lb.

Ground Car, Oostin Macro

A common sight on the streets of Mega-City One, the Oostin Macro is a cheap, two-door ground car light on luxury but noted for its long lived reliability. The Macro has earned the distinction of being the car most young citizens aim to purchase as their first ground car due to its low selling price and there is a growing city-wide Oostin Drivers Fan Club to support this otherwise unremarkable vehicle. Many members make extensive modifications to their Macro, aiming to maintain some individuality amongst the millions of ground cars on the roads.
Size: Large; **Defence Value:** 8; **Damage Reduction:** 9; **Hit Points:** 35; **Speed:** 200 (wheeled); **Weapons:** None; **Crew:** 1 ; **Passengers:** 1 ; **Cargo:** 500 lb.

Hoverbus

An eternal sight in the skies of Mega-City One, for those citizens unable to afford their own vehicle, the hoverbus often provides the most convenient way to move across a city sector. Built for capacity, rather than comfort, hoverbus companies often cram another 20 passengers into the 'standing space,' though all but the most will be careful not to exceed this legal limit.
Size: Huge; **Defence Value:** 8; **Damage Reduction:** 12; **Hit Points:** 225; **Speed:** 200 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 40 (60); **Cargo:** 1 ton.

Hovercar, Foord Falcon *Glah*

Wealthier families often choose a hover car such as the Falcon, leaving the crowded streets far below and travelling at great speed to any destination in the city. Many critics have noted that the Falcon has a very basic and even 'cheap' feel to it compared to the credits needed to purchase one but it should never be forgotten that the anti-grav power plant that provides the hovercar with so much of its flexibility accounts for the greater cost.
Size: Large; **Defence Value:** 9; **Damage Reduction:** 9; **Hit Points:** 40; **Speed:** 575 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 3; **Cargo:** 500 lb.

Hoverpod, Mercury Nine-Ten

Often regarded as a flying buggy, hoverpods meet with little of the same derision, no doubt due to their expense. Though quite comfortable, the Nine-Ten is little more than an enclosed seat inside a bubble, strapped on to an anti-grav power plant that all but strains to get a single occupant aloft. However, for sheer convenience, there are few modes of transport that can travel across an entire sector and yet still find enough space to land in the most crowded hoverport.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 10; **Hit Points:** 20; **Speed:** 125 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 50 lb.

Jet Pack, Kohinsayer Greasy Lightning

A potentially lethal device for its owner, the jet pack is a simple, high-powered rocket engine strapped to the back of a citizen to permit flight and fast movement. The Kohinsayer is a budget model that cannot lift citizen who weighs more than 200 lb. though it remains surprisingly reliable in operation. The jet pack itself weighs 8 lb.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 2; **Hit Points:** 4; **Speed:** 150 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.

Jet Stick, Kohinsayer Rip-Ride Mk 7

Similar to the more common and durable jet pack, the jet stick is often constructed from synthi-wood into the likeness of an antique witch's broomstick and juves commonly persuade their parents to buy such items every Halloween. The use of a jet stick by a juve during any time of the year other than Halloween is likely to lead to victimisation as it is just plain unfashionable and so often turns into an expensive one-use only toy. The jet stick cannot lift a citizen who weighs more than 200 lb. The jet stick itself weighs 6 lb.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 3; **Hit Points:** 3; **Speed:** 175 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.

Jugger, JCD 939

Often nick-named the two-laner, for the amount of space it takes up on the Meg-Way, the 939 is a work horse of the large corporations, ferrying raw materials and finished goods from sector to sector, forming the vital backbone of commerce in Mega-City One. Boasting a tremendous increase in cargo capacity over JCD's previous model, the 838, it is still able to maintain a top speed allowing it to take to the Meg-Way, the only roads in the city capable of bearing these monstrosities without judicial supervision.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 16; **Hit Points:** 675; **Speed:** 225 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 2; **Cargo:** 30 tons.

Merchant Hovership, 'Green Lady'

Almost without exception, every hovership is owned by one of the large mercantile corporations that trades regularly between Brit-Cit and Mega-City One, with occasional forays to other cities of the world. However, the Justice Department is known to own a couple of refitted hoverships and a few billionaires of the city have taken the time to convert older hoverships into immense luxury yachts. The Green Lady is typical of many hoverships, being able to glide above the surface of the Black Atlantic, or sail as a conventional vessel when forced down by oncoming storms. With a cavernous hold and a licensed heavy laser mount to ward off the larger creatures of the Black Atlantic, such hoverships form the centre of trade with Brit-Cit.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 15; **Hit Points:** 1,200; **Speed:** 150 (grav); **Weapons:** Heavy Laser 6d6/18 (Tt, FC +1); **Crew:** 47; **Passengers:** 35; **Cargo:** 2,000,000 tons.

Mo-Pad, General DT-10 Humber

An older mo-pad the DT-10 gives a lot to newer models in terms of size and comfort, though it is still able to keep up to the minimum speed limits on the Meg-Way, where most examples spend their entire working lives. The interior can be described as basic and the autopilot is notoriously unreliable in emergency situations, forcing drivers to at least be present in the cramped cockpit at all times. However, owners tend to scrape and save every credit they can find in order to upgrade the autopilot and better equip the living quarters.

Size: Huge; **Defence Value:** 7; **Damage Reduction:** 10; **Hit Points:** 200; **Speed:** 225 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 4; **Cargo:** 1 ton.

Mo-Pad, Mercury Royale

Mercury's entry into the lucrative mo-pad market was to be in a blaze of glory and, in truth, they created a vehicle which had few equals on the Meg-Ways of the city. A truly immense vehicle, the Royale had every feature and luxurious extra that could be squeezed into its giant hull, including a full swimming pool, enclosed roof garden and wall-spanning Tri-D screens. There was truly no better way to travel in Mega-City One. Unfortunately, citizens forced on to the roads of the city were rarely in a position to lay out the credits for such a mo-pad and so very few were ever sold. The Royale is an incredibly expensive mo-pad, due to Mercury's constant price changes designed to recoup development costs and so has become a status symbol of sorts in high society, purchased by citizens and corporations that like to create an impression during business negotiations

Size: Gargantuan; **Defence Value:** *5 ;* **Damage Reduction:** 14; **Hit Points:** 400; **Speed:** 250 (wheeled); **Weapons:** None; **Crew:** 1 ; **Passengers:** 12; **Cargo:** 8 tons.

Power Board, Chowder Boards McKenzie Extreme

Seen by many juves as the ultimate sport, power boards are a craze that sweep through Mega-City One every few years. Taking the form of a jet-powered, flying surf-board, power boards were made famous by Supersurf champion Chopper. A simple throttle is operated by the rear foot of a powerboarder who uses the weight of his body to guide the machine through any manoeuvre. When the inevitable happens and the user falls from his power board, it immediately halts in mid-air, keeping the user safe from harm as he dangles from a safety line attached to one of his ankles. Cheap and easy to maintain, the McKenzie Extreme is one of the most popular powerboards in the world, though it lacks the top end speed of later models. The McKenzie Extreme weighs 12 lb.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 4; **Hit Points:** 4; **Speed:** 175 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.

Power Board, Hensi Co. Yakamoto 3000z

Made by Hensi Co. of Hondo City, the Yakamoto 3000z is arguably the fastest and sleekest powerboard credits can buy. With an incredible top speed and licensed Krapasaki gravitic stabilising fins, there is little else a supersurf champion will use in his sport. The Yakamoto 3000z weighs 10 lb.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 5; **Hit Points:** 6; **Speed:** 250 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.

Power Board, Stigcorps Hurricane X1

The Hurricane X1 powerboard has added plating to make it far more resilient to rough impacts and gunshots, and even incorporates a tiny cargo hold in which a skysurfer can store small amounts of provisions or spares for longer journeys. It retains its sleek and fast performance, however, through the use of expensive but powerful Stigcorps A3 thrusters which grants the powerboard its competitive edge despite its increased weight. The Hurricane X1 weighs 14 lb.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 6; **Hit Points:** 6; **Speed:** 225 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 5 lb.

Road Buggy, Mercury Type 102

Considered a lethal contraption by all but its most loyal owners the Type 102 is still present on many of the roads of Mega-City One due to its inherent cheapness. The proud owner of this road buggy enjoys few thrills with its skimping of internal features and the lacklustre performance means it cannot even legally drive on the Meg-Ways of the city. However, those citizens who have such vehicles can rarely afford to travel far anyway, though they must always keep a sharp eye out even on city bottom, for larger vehicles have been known to crush the Type 102without their drivers even knowing the buggy was there.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 8; **Hit Points:** 30; **Speed:** 150 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 100 lb.

Roadster, Nirvana BKJ3000 Type-Z

Every young juve with but a passing interest in vehicles is likely to have the latest vid slug of a Type-Z being put through its paces on a crowded Meg-Way, for this is *the* car to own in Mega-City One. Though it gives a lot away in speed to the fastest hovercars, it is a well-known fact that a true adrenaline rush can only come from high speed driving through the ground traffic of Mega-City One. With gorgeous, sleek looks and benefiting from a highly-tuned engine, there are few vehicles with the sheer class of the Type-Z. A fairly rare sight on the streets of Mega-City One, the purr of the power plant guarantees much head-turning as the roadster sails past, which is likely the intention of its wealthy owner.

Size: Large; **Defence Value:** 10; **Damage Reduction:** 10; **Hit Points:** 40; **Speed:** 475 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 200 lb.

Sky Truk, Mercury-Karmack

Built to allow businesses to avoid the inconvenience of the eternal traffic jams of the city, the sky truk also grants an exponential increase in the speed in which it can deliver its cargo, thanks to the powerful Karmack A2 anti-grav power plant. Few smaller businesses can justify the increase in price needed to take to the skies of Mega-City One, though those that take the gamble often succeed where their competitors fail

Size: Huge; **Defence Value:** 7; **Damage Reduction:** 14; **Hit Points:** 275; **Speed:** 400 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 2; **Cargo:** 6 tons.

Strato-Cruiser, Turbine-X

Seen only in the giant spaceports of Mega-City One, strato-cruisers skim the very edge of the world's atmosphere to avoid the radiation belts cloaking areas such as the Cursed Earth, to deliver their high-paying passengers to any major city within a few short hours. Every strato-cruiser is a sleek, highly-aerodynamic vehicle designed to attain great speeds whilst granting occupants absolute safety and a modicum of luxury.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 16; **Hit Points:** 600; **Speed:** 4,750 (fly); **Weapons:** None; **Crew:** 3; **Passengers:** 84; **Cargo:** 6 tons.

Street Bike, Krapasaki TD-4

The dream of many young juves, the Krapasaki is known for being a cheap, no-frills bike designed only for thrilling speeds. Despite many Lightweight measures taken, the Notron 2000cc v4 power plant cannot hope to match the raw output of the Otomo or Lawmaster, but as a cheap alternative for the young, it has proved a good seller for Krapasaki.
Size: Medium; **Defence Value:** 10; **Damage Reduction:** 8; **Hit Points:** 10; **Speed:** 250 (bike); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 20 lb.

Street Bike, Otomo K-9000

One of the fastest bikes available in Mega-City One, the K-9000 is capable of matching even the judge's Lawmaster Mk III for sheer speed and handling. It does, of course, lack the armour and weaponry that make the Lawmaster so lethal, and also gives a lot to advanced computer control systems. Its sleek fairings are designed for pure speed and even in a city jaded with the appearance of yet another 'latest thing,' it is clear that Otomo have another winner on their hands, provided their wealthier clientele can be convinced to hand over the credits.
Size: Large; **Defence Value:** 12; **Damage Reduction:** 10; **Hit Points:** 15; **Speed:** 375 (bike); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 40 lb.

Roadliner, Roadliners Inc. 'Fat Boy'

Running alongside the much larger juggers, the roadliner is a vehicle designed purely to transport great amounts of cargo from one part of the city to another, as quickly as possible. A utilitarian approach has been taken to design and the roadliner, in common with many of its rivals, is little more than a shaped box on wheels with an underslung power plant helping to maintain a low centre of gravity. There have been some questions raised as to the Fat Boy's stability when fully loaded but it has passed all Justice Department tests successfully and has been approved for citizens' use.
Size: Gargantuan; **Defence Value:** 6; **Damage Reduction:** 15; **Hit Points:** 425; **Speed:** 275 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 2; **Cargo:** 10 tons.

Table 6-10: Vehicles

Item	Cost	Black Market Cost
Block Buggy, Mercury Type 44	650 cr.	-
Citi-Def Gunship, Sirocco	3,000,000 cr.	12,000,000 cr.
Ground Car, Foord Slabster	4,500 cr.	-
Ground Car, Foord Strato	19,250 cr.	-
Ground Car, Oostin Macro	3,750 cr.	-
Hoverbus	180,000 cr.	-
Hovercar, Foord Falcon *Giah*	18,000 cr.	-
Hoverpod, Mercury Nine-Ten	9,000 cr.	-
Jet Pack, Kohinsayer Greasy Lightning	2,000 cr.	-
Jet Pack, Kohinsayer Rip-Ride Mk 7	2,200 cr.	-
Jugger, JCD 939	125,000 cr.	-
Merchant Hovership, 'Green Lady'	18,500,000 cr.	47,000,000 cr.
Mo-Pad, General DT-10 Humber	26,000 cr.	-
Mo-Pad, Mercury Royale	4,500,000 cr.	-
Powerboard, Chowder Boards McKenzie Extreme	4,000 cr.	-
Powerboard, Hensi Co. Yakamoto 3000z	9,000 cr.	-
Powerboard, Stigboards Hurricane X1	7,500 cr.	-
Road Buggy, Mercury Type 102	2,250 cr.	-
Roadliner, Roadliners Inc. 'Fat Boy'	65,000 cr.	-
Roadster, Nirvana BKJ3000 Type-Z	28,500 cr.	-
Sky Truck, Mercury-Karmack	31,000 cr.	-
Strato-Cruiser, Turbine-X	24,000,000 cr.	56,000,000 cr.
Street Bike, Krapasaki TD-4	1,800 cr.	-
Street Bike, Otomo K-9000	22,000 cr.	-

Customising Vehicles

Many citizens spend a great proportion of their credits on the vehicle they own. Whether as a hobby, craze or simply an effort to stand out amongst a city of 400 million, the modifications these citizens perform by themselves or have mechanical experts arrange, ensure a bewildering array of vehicles on the roads of Mega-City One. Perps, especially, have a keen interest in modifying the vehicles they own for criminal interests. When a judge can ride around any corner at any time, credits are wisely spent on increased armour and the retro-fitting of weaponry. Though many such modifications are extremely illegal, perps work hard to conceal their upgrades and only use their vehicle's capabilities in the most dire of circumstances, usually when faced with a long spell in the cubes.

All modifications listed in **Table 6-12: Vehicle Modifications** require a full day's work, a mechanical toolkit and a Technical check (DC 15) to successfully complete. If the Technical check is failed, another attempt may be made on another day at no penalty. Alternatively, a character may take his vehicle to a repair or customisation centre to have the modification performed automatically. However, this will take 1d6 days and increase the cost of each modification by 50%. All modifications take a certain amount of weight, which is deducted from the cargo capacity of the vehicle being customised. A vehicle without enough spare cargo capacity cannot receive the modification desired.

Some modifications take into account a vehicle's size when calculating its cost - placing thick armour plating across an entire roadliner is naturally going to cost more than doing the same thing with a ground car. The modifiers to the base cost of the modification are listed in **Table 6-11: Vehicle Size Modifier**.

Table 6-11: Vehicles

Vehicle Size	Modifier
Small Vehicle	-
Medium Vehicle	x2
Large Vehicle	x4
Huge Vehicle	x8
Gargantuan Vehicle	x16
Colossal Vehicle	x32

Vehicle Modification Descriptions

Active Aerodynamics: These are an expensive series of air dams, spoilers and wings that are deployed automatically as a vehicle builds up speed, improving both the handling and maximum speed of the vehicle. This will grant a +2 competence bonus to all Drive, Pilot or Ride checks the driver of the vehicle is required to make, as well as increase its top speed by 50 mph. However, the effects of Active aerodynamics only come into effect once the vehicle is travelling faster than 200 mph and so vehicles not capable of this speed will not be able to take advantage of either benefit. Active aerodynamics may not be fitted to a vehicle greater than huge size. Fitting active aerodynamics also requires an electrical toolkit.

Ammunition Store: Weapons relying on solid ammunition may be fitted with extended feed bins that will ensure they keep firing during combat. Fitting an ammunition store to a vehicle-mounted weapon will double its magazine capacity. The amount of space this takes up will depend on the size of the weapon itself. Those of small size or smaller will take 1 lb. of available cargo space. Medium-size weapon ammunition stores take 2 lb. large weapons 8 lb. and huge weapons 20 lb.

Armour: Many citizens, particularly those of great wealth, often feel the need to increase the armour of their favourite vehicles to protect against mishaps and danger. A vehicle's Damage Reduction score may be increased by one at a cost of 3,000 cr. multiplied by the vehicle's size modifier, as shown on the table above. This will take up cargo space equal to 25 lb. multiplied by the vehicle size modifier. To increase a vehicle's original Damage Reduction by two will cost and weigh twice as much as this, three points will double the cost again, and so on. Small and medium vehicles may not have their Damage Reduction score increased by more than 5 points in total. The maximum Damage Reduction any vehicle may have is 20.

Automatic Target Acquisition Device: Also known as the ATAD, this is a simple targeting computer that will automatically acquire, designate and fire upon targets given a simple verbal command. The ATAD is fitted to any one weapon (or linked weapons) mounted on the vehicle which it can then fire without the need of a crewman. It is considered to have a base attack bonus of +1, though it can benefit from the bonus given by a fire control system in the same way as a living crewman. Fitting an ATAD also requires an electronic toolkit.

Body Kit: Almost every vehicle on the market within Mega-City One has a range of optional body kit upgrades available to it, either from the original manufacturer, or a wide range of specialist machine shops. The body kit allows a citizen to truly customize the appearance of his vehicle by adding skirting, shark fins, bat wings, light arrays, cosmetic spoilers and a paint scheme unique to the owner. More than any other modification available to a vehicle, it is the body kit that allows a citizen to truly stand out amongst the millions of other vehicles on the roads of Mega-City One. The effects of a body kit are purely cosmetic and have no practical value but will grant a citizen the ability to choose exactly how his vehicle will look.

Concealable Weapon Mount: Any citizen driving around the streets of Mega-City One in a vehicle sporting weaponry will get arrested and sentenced by the judges in very short order. Perps and rich citizens have therefore started to fit their vehicles with weapons that spring up from cunningly concealed hatches and ports when needed. A concealable weapon mount costs 4,000 cr. for weapons of medium size or smaller, 9,000 cr. for large weapons and 20,000 cr. for weapons of huge size or greater. Such a mount will take an additional amount of cargo space equal to that of the weapon it conceals. No vehicle may conceal a weapon of the same size or greater than its own size class. Concealed weapons may be made ready for firing as part of a drive action on the part of the driver, or a move equivalent action on the part of a crewman. Fitting a concealable weapon mount also requires an electrical toolkit.

Ejector Seat: Developed from the same systems as hose used in H-Wagons and Strato-Fighters, the ejector seat available for citizen vehicles is actually used for security, rather than safety. The owner of the vehicle fitted with an ejector seat, which is usually fitted to the driver's position, can pre-select the speed at which it will operate. Upon recognising an unauthorized entry into the vehicle, the ejector seat will fire as soon as the vehicle reaches its selected speed, throwing any would-be vehicle thief 60 feet into the air. No parachute is provided for the perp's fall to the ground. Early models of the ejector seat were notorious for misfiring, often throwing their owners out into the street, though modern versions are almost 100% reliable. Fitting an ejector scat also requires an electrical toolkit.

Extended Cargo Capacity: Citizens constantly customising their vehicles will soon find they run out of cargo space very rapidly. The simplest remedy to this is to simply remove passenger space to make room for further modifications. To remove a passenger space from a vehicle will cost 500 cr. and provide a further 200 lb. of cargo space. In addition, citizens may place exterior pods upon their vehicle, greatly increasing its interior space. Such modifications cost 6,000 cr. multiplied by the vehicle's size modifier, reduce the top speed of the vehicle by 50 mph but boost its cargo space by 25%.

Extended Passenger Capacity: Vehicles are sometimes required to carry far more passengers than they were designed to do. To create another passenger space in a vehicle will cost 1,000 cr. and take 200 lb. of cargo space.

Fire Control System: Any weapon (or linked weapon) on a vehicle may be fitted with a fire control system that acquires targets and makes automatic corrections to a crewman's aim, thus achieving a far greater degree of accuracy than would be possible with human reflexes alone. A fire control system grants the user of the weapon it is fitted to a bonus to his ranged attack rolls. The high end fire control systems are incredibly sophisticated pieces of hardware belied by their small size. They are incredibly rare and typically only found within the Justice Department and the armies of foreign powers. Fitting a fire control system also requires an electronic toolkit.

Jump Jets: By fitting powerful, slow-burn rockets to the underside of a vehicle, a citizen can greatly increase the distance the vehicle will clear when it jumps. Used as part of a jump manoeuvre, a vehicle fitted with jump jets will clear twice the normal distance. In addition, a jump manoeuvre may be performed at any time without the benefit of a ramp, usually to clear obstacles. A vehicle jumping without a ramp will clear the normal distance in feet equal to twice its current speed in miles per hour. achieving a maximum height of 3d10 feet. Jump jets may only be fitted to vehicles of large size or smaller.

Lethal Response Security System: Wealthy citizens not satisfied with the security measures of the ejector seat may visit the black market to pick up the lethal response security system. Several nozzles are fitted all around the underside of the vehicle, linked to a gas canister array containing volatile chemicals that ignite powerfully on contact with air. Simply by hitting a panic button on his dashboard the driver can cause a hot sheet of flame to erupt around his vehicle, driving back any potential attackers. Any object within 5 feet of the vehicle will sustain 2d6 points of fire damage. The flames will continue to surround the vehicle for 1d6 rounds. The vehicle itself will be unharmed from these flames, though paintwork is often singed. The lethal response security system contains enough gas for just one use, after which it must be refilled at a cost of 250 cr. Vehicles of medium size or smaller and bikes may not be fitted with the lethal response security system. Fitting a lethal response security system also requires an electrical toolkit.

Reinforced Ram: Though not strictly illegal, the fitting of a reinforced ram is likely to raise a judge's eyebrows for it can sensibly be used for only one thing - protecting a vehicle whenever it is involved in a collision and dealing back as much damage as possible. A vehicle fitted with a reinforced ram will cause damage in a ram as if it were one size class larger than it really is and grants it another 5 points of Damage Reduction. These bonuses only apply to ramming that involves the front arc of the vehicle - if hit in the side or rear, the vehicle gains no benefit, nor does it gain the Damage Reduction bonus from ranged attacks. Reinforced rams may not be fitted to bikes or vehicles of medium size or smaller.

Retro Jets: By fitting a series of short-burn rockets to the front of a vehicle, a citizen can guarantee stopping almost instantly, regardless of the speed he was travelling at. When performing an Emergency Stop, retro jets allow a vehicle to slow down by three speed bands instead of just two with a single drive action. After retro jets have been used once, they completely burn out and so must be replaced. Retro jets may not be fitted to a vehicle of greater than huge size.

Rocket Pack: Favoured by both punks and the insane, a fast vehicle can be made to go a great deal faster by fitting several extremely powerful rocket boosters to its rear. Activation of the rocket boosters will instantly cause the vehicle to accelerate by 100 mph, possibly taking it above its maximum speed. Controlling a ground vehicle under this immense acceleration can prove extremely difficult and a Drive or Ride check must be made at DC 15 to avoid losing control. Flying vehicles may use the rocket boosters without penalty. The rockets used are larger and far more stable than those used in retro jets and are powered directly by the vehicle's power plant. They do not require refuelling after use and, indeed, may be used continuously. However, no vehicle may travel at more than 200 mph greater than its top speed through the use of rocket boosters. These item may not be fitted to a vehicle greater than huge size.

Roll Cage: By strengthening the structural braces of a vehicle's body and chassis, it can be made far more resilient to damage, especially when rolling out of control. Fitting a roll cage increases a vehicle's hit points by 10%, rounding down. During a roll, the vehicle will sustain only 1d10 points of damage, ignoring Damage Reduction, for every 100 mph, or part of, the speed it is currently travelling. When a rolling vehicle fitted with a roll cage finally comes to a stop, roll 1d6. On a 1-3, it lands on its wheels, on a 4-5, its roof and on a 6 one of its sides (randomly determine which). Bikes and vehicles of medium size or smaller may not be fitted with a roll cage.

Smoke Generator: Once fitted this generator allows a driver to create a large cloud of smoke behind his vehicle, obscuring the vision of anyone travelling behind him. Each use of the smoke generator will create a cloud 10 feet wide and as long as the vehicle travelled in that round. The smoke grants one-half concealment (20% miss chance, as described in *The Player's Handbook*) to anyone being attacked through it. In addition, any vehicle moving through the smoke must make a Drive, Pilot or Ride check (DC 10), with the safe speed considered to be 150 mph, regardless of other conditions, to avoid losing control. Enough smoke is contained for 20 uses, after which the system must be refilled at a cost of 350 cr.

Synthi-Oil Spray: An old trick favoured by citizens who watch far too many Tri-D action vids, dropping oil from the back of a moving vehicle is a good way to send a pursuing enemy completely out of control and off the road. When triggered, the spray creates an oil patch behind the vehicle 10 feet wide. The length of this patch depends on the speed of the vehicle. At speeds of less than 100 mph, it will be 10 feet long, below 200 mph 20 feet, reaching 30 feet at greater speeds. Any bike or wheeled vehicle moving onto this oil patch must make a Drive or Ride check (DC 1O), with the safe speed considered to be 50 mph, regardless of other conditions, to avoid losing control. Enough synthi-oil is contained for 10 uses, after which the system must be refilled at a cost of 200 cr.

Turbo Boost: Through fine-tuning and the fitting of enhanced capacitors and relays, a vehicle's performance can be greatly increased beyond the manufacturer's specifications. Fitting a turbo boost to a vehicle will increase its top speed by +25%, rounding down to the nearest multiple of 25 mph. Fitting a turbo boost also requires an electrical and electronic toolkit.

Weapon Mount: In theory, any weapon may be mounted on to a vehicle, within limits of size and available space, with many perps constantly enhancing the firepower of their vehicles in order to facilitate criminal negotiations with rivals. No vehicle may be fitted with a weapon of two size classes greater than its own. A medium vehicle, for example, could carry large size weapons but not huge. Weapons to be mounted on a vehicle must be bought from the equipment list as normal. The weapon mount itself costs 1,000 cr. for weapons of medium size or smaller, 2,500 cr. for large weapons and 4,500 cr. for weapons of huge size or greater. The weight of the weapon is deducted from the vehicle's cargo space, as normal for any modification. Once fitted, a fire arc must be selected for the weapon (either boresight, front, rear, left or right). It should be remembered that, unless an automatic target acquisition device is also purchased, each weapon will require a crewman to operate.

Weapon Turret: Any weapon may be fitted with a turret in order to allow it to fire within any fire arc. A weapon turret costs 2,000 cr. and weighs 5 lb. for weapons of medium size or smaller, 5,000 cr. and 15 lb. for large weapons, and 10,000 cr. and 50 lb. for weapons of huge size or greater. A weapon in a turret will still require a crewman or automatic target acquisition device in order to be operated. Weapon turrets may be combined with concealed weapon mounts, in which case the weight of the turret is added to the weight of the weapon it bears to determine the total cargo space required for the concealed weapon mount. Fitting a weapon turret also requires an electrical toolkit.

Winch: Mounting a winch on a vehicle gives it the capability of pulling itself or another out of trouble. Winches have 30 yards of line and are stressed for weights equal to the that of the vehicle the winch is fitted to.

Table 6-12: Vehicle Modifications

Modification	Cost	Black Market Cost	Cargo Space Required
Active Aerodynamics	32,000 cr.	-	35 lb.
Ammunition Store	6,500 cr.	19,000 cr.	Variable (see text)
Armour	3,000 cr.*	-	25 lb.*
Automatic Target Acquisition Device	47,000 cr.	122,000 cr.	5 lb.
Body Kit	2,000 cr.*	-	-
Concealable Weapon Mount	Variable (see text)	-	Variable (see text)
Ejector Seat	3,500 cr.	-	40 lb.
Extended Cargo Capacity	6,000 cr.*	-	-
Extended Passenger Capacity	1,000 cr.	-	200 lb.
Fire Control System +1	9,500 cr.	29,000 cr.	12 lb.
Fire Control System +2	22,500 cr.	72,000 cr.	12 lb.
Fire Control System +3	52,000 cr.	160,000 cr.	12 lb.
Fire Control System +4	143,000 cr.	390,000 cr.	12 lb.
Fire Control System +5	290,000 cr.	855,000 cr.	12 lb.
Jump Jets	13,250 cr.	41,500 cr.	80 lb.
Lethal Response Security System	5,500 cr.*	12,250 cr.*	20 lb.
Reinforced Ram	2,500 cr.*	-	15 lb.
Retro Jets	800 cr.*	-	10 lb.
Rocket Pack	14,500 cr.	39,000 cr.	75 lb.
Roll Cage	6,250 cr.*	-	10 lb.*
Smoke Generator	1,250 cr.	3,500 cr.	10 lb.
Synthi-Oil Spray	1,500 cr.	4,000 cr.	15 lb.
Turbo Boost	7,000 cr.*	-	-
Weapon Mount	Variable (see text)	-	Variable (see text)
Weapon Turret	Variable (see text)	-	Variable (see text)
Winch	2,250 cr.*	-	5 lb.*

* Multiply by the Vehicle Size modifier.

Robots & Computers

The incredible proliferation of robots within Mega-City One is the heart of the city's stratospheric unemployment figures. Robots come in all shapes and sizes, from the humble robo-cleaner to the immense and destructive demolition droids. Almost every repetitive and dangerous form of labour known to man can now be accomplished with robots, so much so that the only jobs left available in Mega-City One are those that require human intuition or where hiring a citizen actually proves cheaper.

Computers are even more numerous, with even the tiniest wrist chronometer or kitchen utensil likely having a computerised brain of no mean intelligence. In Mega-City One, almost every electronic item has the ability to understand vocal commands from its owner and many can even speak back to inquire for clarification to instructions or just to make citizens feel a little less lonely in their existence.

Robotic Laws

All robots manufactured legally in Mega-City One are hard-wired to prevent them ever breaking the Law, no matter what provocation they or their owners face. They are also coded to avoid harming, or allowing harm to come to, a human being. In addition, every robot is also programmed to obey a judge instantly and without question, regardless of its owners wishes so long, of course, as the judge does not ask it to break the Law.

One of the first modifications any perp will make to a robot, if he can spare the credits, is to insert a law-breaker slug into its computer brain, allowing it to circumvent these hard-wired rules and even attack humans upon request.

Robots of Mega-City One

Robots have many of the same ability scores and characteristics as humans in the game of Judge Dredd with the exceptions noted below. Computers merely have software packages, which are expressed as a list of skills and feats.

Hit Dice

All robots have Hit Dice of d12.

Ability Scores

The only ability scores robots possess are Strength and Dexterity.

Saving Throws

Robots do not have any saving throws and will be automatically assumed to fail any they are called upon to make. However, they are also non-living creatures and are thus immune to many of the effects that require humans to make saving throws in the first place.

Attacks

Robots are automatically presumed to be proficient with whatever weapons they are fitted with. A robot may be fitted with weapons of no more than one size class greater than itself. Robots follow all the rules for combat that other characters do.

Skills & Feats

Robots do not receive skills and feats in the same way that humans do. Instead, they have a computer brain that may be upgraded with a variety of software packages though their capabilities are expressed as skills and feats in order to demonstrate their effectiveness when compared to a human. Robots and computers come pre-programmed, though owners are usually able to purchase extra software packages in order to enhance their utility.

Every robot and computer has a Software Capacity score, which is an indication of the amount of skills and feats that may be stored in its brain at any one time. No robot or computer may have an amount of software packages that exceeds its Software Capacity score. Every robot and computer comes pre-programmed with the skills and feats listed in its description but these may be updated, upgraded or replaced with more skills or feats, at the cost listed on **Table 6-13: Software Packages**. Adding any software package requires an hour's work and a Technical check at DC 10, though any robot maintenance centre will be able to perform the upgrade at an additional 10% of its cost.

Robots are extremely flexible and may attempt checks in any untrained skill, where they will always be considered to have 0 ranks. Computers are far more rigid in their capabilities and so will only be able to perform skill checks in skills for which they have a software package.

Software packages take the form of small slugs that contain all the information a robot or computer requires in order to perform related tasks. These slugs may not be upgraded themselves, and so if a citizen wishes to upgrade his robodog from Jump +2 to Jump +3, he must buy a whole new software package at a cost of 2,500 cr. Robots and computers are not required to possess the appropriate prerequisites for a feat in order to use It is assumed that everything they need to know is contained within the software package.

Table 6-13: Software Packages

Software Package	Cost	Black Market Cost	Software Capacity
Skill +1	400 cr.	-	1
Skill +2	1,000 cr.	-	2
Skill +3	2,500 cr.	-	3
Skill +4	4,500 cr.	-	4
Skill +5	6,750 cr.	-	5
Skill +6	9,000 cr.	-	6
Skill +7	11,250 cr.	-	7
Skill +8	13,500 cr.	-	8
Skill +9	15,500 cr.	-	9
Skill +10	18,000 cr.	-	10
Base Attack Bonus +1*	4,000 cr.	12,000 cr.	2
Base Attack Bonus +2*	8,500 cr.	24,500 cr.	4
Base Attack Bonus +3*	13,000 cr.	39,000 cr.	6
Base Attack Bonus +4*	18,500 cr.	55,500 cr.	8
Base Attack Bonus +5*	23,000 cr.	69,000 cr.	10
Base Attack Bonus +6*	32,000 cr.	99,000 cr.	12
Base Attack Bonus +7*	44,000 cr.	136,000 cr.	14
Base Attack Bonus +8*	59,000 cr.	182,000 cr.	16
Base Attack Bonus +9*	75,000 cr.	225,000 cr.	18
Base Attack Bonus +10*	121,000 cr.	366,000 cr.	20

Table 6-13: Software Packages

Software Package	Cost	Black Market Cost	Software Capacity
Alien Anatomy	9,000 cr.	-	4
Control Crash	5,500 cr.	-	4
Data Access	4,250 cr.	-	4
Emergency Stop	6,500 cr.	-	6
Far Shot*	16,000 cr.	34,000 cr.	8
Improved Critical*	26,000 cr.	53,000 cr.	12
Improved Two-Weapon Fighting*	52,000 cr.	132,000 cr.	20
Lead Target*	22,250 cr.	45,000 cr.	10
Point Blank Shot*	17,000 cr.	34,000 cr.	8
Precise Shot*	18,500 cr.	39,000 cr.	8
Rapid Aim*	16,500 cr.	34,000 cr.	8
Track*	4,000 cr.	-	6
Two-Weapon Fighting*	21,000 cr.	43,000 cr.	10
Weapon Focus*	15,000 cr.	37,000 cr.	8
Weapon Specialisation*	27,500 cr.	58,000 cr.	12

* Robots only.

Robot & Computer Descriptions

Listed below are just a few examples of the vast range of robots and computers available to the citizens of Mega-City One.

Assassin Robot, Hondai War Systems KTT12

Extremely illegal in Mega-City One, Hondai War Systems' imported assassin robots have been linked to a number of mobster slayings and, despite the Justice Department's best efforts, their use seems to be on the increase. The KTT12 has one of the most advanced brains ever developed but its great technology is channelled into just one thing - combat. Assassin robots are lethal killers, capable of gaining entry into almost any fortress and destroying all organised resistance. A single assassin robot has been known to take multiple blasts from heavy weapons and still reach its target fully operational. Even a well-trained judge will prove no match for the KTT12 once it has been unleashed. The cost of this robot is all but prohibitive to even the wealthiest of perps and racketeers but it is certainly the weapon of choice when a slaying must be certain.

Medium Robot
Hit Dice: 6d12 (39 hp).
Initiative: +3 (+3 Dex).
Speed: 40 ft.
DV: 21.
Damage Reduction: 8.
Attacks: Slam +10 melee or laser rifle +12 ranged.
Damage: Slam 1d10 +2/6 or laser rifle 4d8/14.
Face/Reach: 5 ft. by 5 ft./5 ft.
Abilities: Str 14, Dex 17.
Software Capacity: 80.
Software Packages: Base Attack Bonus +8, Climb +4, Hide +6, Jump +2, Move Silently +8, Search +6, Spot +4, Improved Critical (laser rifle), Weapon Focus (laser rifle), Weapon Specialisation (laser rifle).
Special: Law-breaker module.

Autopilot, Cybo-Comp Safe Drive

The Safe Drive, or some variation of it, is fitted to every vehicle in Mega-City One and offers a driver complete safety when travelling on crowded roads. A driver need do nothing more than announce his destination and the Safe Drive will automatically plot a course, taking potential traffic jams into account before engaging the drive systems of the vehicle and setting off with no further intervention required. Many citizens have trouble coping with the concept of a computer driving them around at speeds of up to 200 mph and so manually drive their vehicles themselves. However, the Safe Drive will automatically cut in if the driver abandons his vehicle or falls asleep.

Software Capacity: 1.
Software Packages: Drive + 1.
Special: The full rules for vehicle autopilots are detailed earlier in this chapter.

Construction Mek, British LeyMek Block-Smasher

It is said that a team of demolition droids can smash an entire dilapidated block apart within a single day, a truism British LeyMek took to heart when creating their new model. The Block-Smasher stands over fifty feet tall, towering over citizens as it sets to work. Because of their awe-inspiring size, the vast majority of Block-Smashers are programmed with a cheery personality to better calm nervous citizens wary of their huge, crushing demolition tools. Their tiny computerized brains seem all but inadequate for the robots' huge size though British LeyMek assures its customers that not one Block-Smasher has ever gone rogue.

Gargantuan Robot
Hit Dice: 18d12 (117 hp).
Initiative: +0.
Speed: 20 ft.
DV: 6.
Damage Reduction: 12.
Attacks: Slam +11 melee.
Damage: Slam 2d12+11/10.
Face/Reach: 10 ft. by 10 ft./15 ft.
Abilities: Str 32, Dex 10.
Software Capacity: 16.
Software Packages: Profession (demolition) +10.

General Purpose Computer, Commode VAC-20

The VAC-20 is one of the most popular general purpose computers available in Mega-City One and many skilled hackers have fond memories of the machine they began their careers with. Though possessing limited memory space compared to newer models, the VAC-20 has enough connection ports to hook it up to almost any electronic system, device or vehicle.

Software Capacity: 32.
Software Packages: None.

General Purpose Robot, Hondai Tee-Kay Mk II

There are millions of Hondai Tee-Kay general purpose robots to be found within Mega-City One, though the Mk I1 has proved to be the most popular model by far. Pre-programmed with a range of generic functions whilst still allowing space for further customisation, the Mk II sees service throughout the city, from the depths of the sewer systems to the peak of the highest blocks. Flexible enough to perform almost any task a human can, the Mk II is readily adaptable to a multitude of roles.

Medium Robot
Hit Dice: 3d12 (19 hp).
Initiative: +0.
Speed: 20 ft.
DV: 10.
Damage Reduction: 6.
Attacks: Slam +0 melee.
Damage: Slam 1d4/10.
Face/Reach: 5 ft. by 5 ft./5 ft.
Abilities: Str 10, Dex 10.
Software Capacity: 48.
Software Packages: Computer Use +4, Drive +2, Medical +2, Profession (selectable by the owner, usually cleaning or maintenance based) +6, Technical +4.

Robodoc, Moderna Robots Mk IX

The standard medical robot of the Justice Department, the Mk IX can be found in almost every ambulance and hospital across Mega-City One. The Mk IX is capable of treating almost any patient on its own initiative, from delivering critical first aid to performing major surgery within a speeding ambulance. Once in the care of a robodoc, an injured citizen can be almost sure he will survive whatever injuries he is suffering. Many hospitals enhance the software packages of their robodocs in order to grant them the ability to conduct advanced research and experiments, thus furthering the cause of medicine without having to waste valuable human doctors.

Medium Robot
Hit Dice: 3d12 (19 hp).
Initiative: +3 (+3 Dex).
Speed: 20 ft.
DV: 13 (+3 Dex).
Damage Reduction: 6.
Attacks: Surgeon's tools +0 melee.
Damage: Surgeon's tools 1d8/2.
Face/Reach: 5 ft. by 5 ft./5 ft.
Abilities: Str 10, Dex 16.
Software Capacity: 32.
Software Packages: Computer Use +1, Medical +8, Knowledge (advanced medicine) +6, Technical +2, Alien Anatomy.
Special: Always considered to have a medipack.

Robodog, Lethal Response Inc. Defender

A citizen's apartment is his fortress, so it is said and many spend countless credits defending their property. The use of robodogs come under annual review from the Justice Department but so far they remain legal so long as they are only ever activated within a citizen's own property. Programmed with a variety personalities, robodogs can be loyal and loving pets to their owners but instantly turn into savage killing machines should the owner be attacked. As such, many would-be burglars have met a very grisly end at the teeth of a well-maintained robodog.

Small Robot
Hit Dice: 2d12 (13 hp).
Initiative: +2 (+2 Dex).
Speed: 20 ft.
DV: 13 (+1 size, +2 Dex).
Damage Reduction: 6.
Attacks: Bite +3 melee.
Damage: Bite 1d10+1/6.
Face/Reach: 5 ft. by 5 ft./5 ft.
Abilities: Str 12, Dex 14.
Software Capacity: 24.
Software Packages: Base Attack Bonus +1, Listen +4, Search +4, Spot +4, Track.

Servo-Droid, Moderna Robots Silver Service 14

Not all citizens want, or can afford, the versatility offered by most general purpose robots and, indeed are simply looking for a device that can help keep their apartments clean, prepare food and give a cheerful greeting in the morning The Moderna Robots Silver Service 14 is typical of the millions of servo-droids found throughout Mega-City One Wherever a general purpose robot would prove to be ludicrously expensive, servo-droids are usually found and many citizens possess their own.

Small Robot
Hit Dice: 1d12 (6 hp).
Initiative: +0.
Speed: 20 ft.
DV: 11 (+1 size).
Damage Reduction: 6.
Attacks: Slam +0 melee.
Damage: Slam 1d4-1/0.
Face/Reach: *5* ft. by *5* ft./5 ft.
Abilities: Str 8, Dex 10.
Software Capacity: 16.
Software Packages: Computer Use +2, Medical +1, Profession (housework) +4, Technical +2.

Customising Robots

Though robots rarely excite the same passion in citizens as their vehicles do, many still believe it worthwhile to modify a robot beyond its manufacturer's specifications in an effort to increase its capabilities. Such customisation therefore tends to be very practical in nature. Perps are often very keen to modify their robots to engage in a variety of illegal activities they are unwilling to participate in themselves. The fitting of weapons and additional armour is common, though most perps will seek to get their hands on the valuable law-breaker slug that will allow their robots to ignore the value of human life, potentially turning them into lethal battle machines.

All modifications listed require a full day's work, a mechanical toolkit and a Technical check (DC 15) to successfully complete. If the Technical check is failed, another attempt may be made on another day at no penalty. Alternatively, a character may his their robot to a repair centre to have the modification performed automatically. However, this will take 1d6 days and increase the cost of each modification by 50%.

With the exception of the memory module and law-breaker slug, these modifications may only be purchased for robots, not computers.

Armour

A robot's Damage Reduction score may be increased by one at a cost of 1,000 cr. To increase a robot's original Damage Reduction by two will cost 2,000 cr., three points will cost 4,000 cr., and so on, doubling each time. Small and medium robots may not have their Damage Reduction score increased by more than *5* points in total. The maximum Damage Reduction any robot may have is 15.

Concealed Weapon Mount

Any robot with manipulating hands may carry and use a weapon, just as any human can. However, some citizens desire to have weaponry permanently mounted on their robot and so fit weapons that spring up from concealed hatches when needed. A concealable weapon mount costs 500 cr. for weapons of medium size or smaller, 1,000 cr. for large weapons and 2,000 cr. for weapons of huge size or greater. No robot may conceal a weapon of the same size or greater than its own size class. Concealed weapons may be made ready for firing as a move equivalent action. Fitting a concealed weapon mount also requires an electrical toolkit.

Memory Module

Capacity to store new programs is always at a premium in an robot's computerized brain, particularly if it has been in for some time and is already full of necessary information. Additional memory modules are often purchased to expand a robot's memory beyond its original specifications, allowing it a far greater flexibility. A memory nodule costs 2,500 cr. and will grant a robot an additional 8 points of Software Capacity. Robots may take multiple memory modules but cannot have their total Software Capacity expanded beyond twice their original score. Fitting a memory module also requires an electronic toolkit.

Law-Breaker Module

Highly illegal, the law-breaker module commands an incredibly high price on the black market as fitting one into a robot's computerised brain will allow it to break any law of Mega-City One, including attacking a human. Such a robot may be ordered by its owner to perform literally any task or ignore a judge's wishes. Law-breaker modules cost 2,500 cr. legally though permits are almost impossible to get hold of from the Justice Department. On the black market, a law-breaker module will cost 41,000 cr. Fitting a law-breaker module also requires an electronic toolkit.

Weapon Mount

Though robots with manipulative hands are free to carry and use any weapon a human may, owners may make illegal modifications to permanently fix weapons to a robot, thus having them always to hand when needed. No robot may be fitted with a weapon more than one size class greater than its own. A medium robot, for example, could carry large size weapons but not huge. Weapons to be mounted on a robot must be bought from the equipment list as normal. The weapon mount Itself costs 100 cr. for weapons of medium size or smaller, 250 cr. for large weapons and 500 cr. for weapons of huge size or greater. A robot may carry and use a maximum of two weapons simultaneously, so long as they are both of the same size class, or smaller, as the robot. Robots follow the normal combat rules in *The Player's Handbook* for using two weapons at once. Note that weapon mounts of any description are not illegal but the weapons that they carry usually are.

Table 6-14: Robots & Computers

Item	Cost	Black Market Cost
Assassin Robot, Hondai War Systems KTT12	6,500,000 cr.	19,000,000 cr.
Autopilot, Cybo-Comp Safe-Drive	500 cr.	-
Construction Mek, British LeyMek Block-Smasher	2,250,000 cr.	6,700,000 cr.
General Purpose Computer, Commode VAC-20	3,500 cr.	-
General Purpose Robot, Hondai Tee-Kay Mk II	22,750 cr.	-
Robodoc, Moderna Robots Mk IX	60,000 cr.	-
Robodog, Lethal Response Inc. Defender	12,500 cr.	-
Servo-Droid, Moderna Robots Silver Service 14	4,750 cr.	-

A very small percentage of citizens within Mega-City One have the capability to demonstrate incredible psychic powers. Through the power of their mind alone, they can see into another's thoughts or peer into the immediate future to determine their own fate and that of others. The Justice Department heavily monitors psychic activity throughout the city, as the misuse of psi-talent has been the cause of many tragedies throughout Mega-City One's history and the strongest minds often join the ranks of psi-judges. Others, without the discipline and strength of will to control their talent are destined to remain imprisoned within the psi-cubes, a harsh measure designed to protect both themselves and the rest of the citizenry.

However, for every psi-talent found and captured by the judges, another may slip through the net, hiding his powers from others and using them for cruel and selfish ends. This chapter details the rules needed to use psychic powers within the game of Judge Dredd, from the well-equipped and exceedingly well-trained psi-judge, to the lowly citizen or mutant both gifted and cursed with psi-talent.

There are many different types and grades of psi-talent, though few go beyond relatively simple telepathy and precognition. See the forthcoming *Rookie's Guide to Psi-Talent* for details on specialists and even more psi-powers.

Only characters marked as having psi-talent may use the rules within this chapter. This includes psi-judges and citizens with the rogue psyker prior life. Every character with psi-talent has a number of power points to 'fuel' the use of psi-powers. Those with exceptionally high Charisma ability scores will gain bonus power points, as described in **Chapter 1: Characters in Mega-City One**. In addition, every such character will also have a number of known powers, reflecting their actual psychic capability. A 3rd level psi-judge, for example, knows two 0-level and two 1st level powers. These may be chosen freely from the list in this chapter.

Power Point Recharging

A character with psi-talent restores any power points he has used at he rate of one point per hour, or two points if he is resting or sleeping. A character making at least ten minutes' use of a sleeping machine will regain all his lost power points.

Manifesting Powers

A character who intends to manifest a power can select any power he knows. To manifest a power, a character must pay the appropriate amount of power points, as listed in the power's description, which count against his daily total. A character can manifest the same power over and over again so long as he has enough power points left to pay for it.

Manifester Level

A great many powers and other abilities related to psi-talent rely upon the manifester level of the character using them. The manifester level of any character who has psi-talent is equal to the character's psi-talented class level. For example, a 6th level citizen with the rogue psyker prior life will have a manifester level of 6.

0-Level Powers

0-level powers are an exception to the normal rules governing the payment of power points. Psi-talented characters can manifest their 0-level powers three times in each 24 hour period + their manifester level. After that, they must pay 1 power point each time they wish to manifest a 0-level power, until the next day.

Manifestation Time

A character can manifest a power with a manifestation time of 1 action as a standard action, as if making an attack. A power that takes 1 full round to manifest is a full-round action and comes into effect just before the beginning of the character's next turn. He may then act normally after the power is completed. A power that takes 1 minute to manifest comes into effect just before the character's turn 1 minute later. Each of those 10 rounds the character is manifesting a power counts as a full-round action.

Range

A power's range indicates how far from the character it can reach, as defined on the range line of the power's description.

Aiming a Power

If a character manifests a targeted power on the wrong sort of target (trying mental sting on a robot, for example), then the power has no effect. If the target of a power is the character himself, he does not receive a saving throw and power resistance does not apply.

Saving Throw

The saving throw line in the power description defines which type of saving throw (if any) the power allows, with additional terms to describe how saving throws against the power work, such as negating all effects, or halving any damage. The DC of any saving throw against a power is equal to the level of the power + the manifester's Charisma modifier + 10. The DC of any saving throw against a power is halved (rounding down) if it is being used on a subject of a different race to the manifester.

A subject who successfully saves against a power without any obvious physical effects feels a hostile force or a tingle but cannot deduce the exact nature of the attack.

Power Resistance

Power Resistance (PR) is a special defensive ability granted by certain technological devices and powers. If a power is being resisted by a creature with Power Resistance, the character attempting the power must make a manifester level check (1d20 + manifester's level) equal to the creature's Power Resistance for the power to affect it. In this way, the defender's Power Resistance is similar to a Defence Value against psi attacks. The Power Resistance line in the power descriptions later in this chapter will show whether each individual power can be affected by this or not.

The Power's Result

Once it is known which creatures, objects or areas are affected, and whether those creatures have made successful saving throws (if any), the results a power entails can be applied, as defined in the descriptive text.

Display

When powers are manifested, there are no outward signs of their use. There are no loud bangs, flashing lights or swirling colours, which are often the mark of a charlatan trying to pass himself off as having psi-talent. A character manifesting psychic powers channels his mind into creating the desired effects and, aside from a look of intense concentration, otherwise does not betray what he is attempting.

Concentration

To manifest a power, a character must concentrate. If something interrupts his concentration while manifesting a power, he must make a Concentration check or lose the required power points, as well as fall to manifest the power. The more distracting the interruption and the higher the level of the power that is being manifested, the higher the DC is, as described in **Chapter 2: Skills**. If a free 0-level power was being attempted, the power fails but a free manifestation is not used up.

A character may instantly cancel any power he is currently manifesting as a free action.

Power Failure

If a power is attempted in conditions where the characteristics of the power (range, area, etc. . .) cannot be made to conform, the manifestation fails and power points are wasted. Powers also fail if concentration is broken or if they are targeted upon any character without a Will save (such as a robot).

Multiple Effects

Powers or psi-effects usually work as described, no matter how many other powers or psi-effects happen to be operating in the same area or upon the same recipient. Except in special cases, a power does not affect the way another power operates. Several other general rules apply when powers or psi-effects operate in the same place.

Stacking Effects: Powers that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, do not stack with themselves.

Same Effect More than Once in Different Strengths: In cases when two or more identical powers are operating in the same area, but at different strengths, only the best applies.

Same Effect with Differing Results: The same power can sometimes produce varying effects if applied to the same recipient more than once. None of the previous powers are actually removed or dispelled but their effects become irrelevant while the final power in the series lasts. In effect, only the last result is applied.

Multiple Mental Control Effects: Sometimes psi-effects that establish mental control render one another irrelevant. Mental controls that do not remove the recipient's ability to act do not interfere with one another. If the controlled creature receives conflicting orders simultaneously, the competing manifesters must make opposed Charisma checks to determine which one the creature obeys.

Powers with Opposite Effects: Powers that have opposite effects apply normally with all bonuses, penalties or changes accruing in the order that they apply.

Effects: Two or more psi effects with instantaneous durations work cumulatively when they affect the same object, place or creature.

Psi-Powers

0-Level Psi-Powers

Daze – Character loses next action.
Detect Psi-Talent – Detect the presence of psi-activity.
Empathy – Know subject's surface emotions.
Inkling - 50% likely to know if an intended action is good or bad.
Mental Sting – Deal 1d6 points of damage to a subject.
Mind Shield - Subject gains Power Resistance.
Missive – Send a one-way telepathic message to subject.

1st-Level Psi-Powers

Conceal Thoughts - Conceal motives.
Demoralise - Foes suffer -1 penalty on some actions.
Psychometry - Know about an object's past.
Telempathic Projection - Modify subject's emotions.

2nd-Level Psi-Powers

Augury - Learn if an intended action will be good or bad.
Clairvoyance - Hear or see at a distance.
Detect Thoughts - Detect subject's surface thoughts.
Environmental Psychometry - Find out about an area's past.

3rd-Level Psi-Powers

Blanking – Hides subject from psi-powers and psi-scanning.
Danger Sense – Gains a +4 bonus against traps.
Psi-Scan – See subject from a distance.
Schism – Splits mind into two independently functioning parts.

4th-Level Psi-Powers

Aura Sight – Read things in others' auras.
Detect Psi-Scanning - Know when others psi-scan you.
Divination - Provides specific advice for proposed actions.
Implant False Memory - False memory implanted in subject.

5th-Level Psi-Powers

Mind Probe - Discover the subject's secret thoughts.
Psi-Lash - Unleashes a blast of psychic energy into a target's mind.
Sense Psi-Talent - Sense powers and psi-effects.

6th-Level Psi-Powers

Aura Alteration - Subject seems to be something it is not.
Mind Switch - Switch minds with another.
Precognition - More in-depth than divination.

7th-Level Psi-Powers

Insanity - Subject is permanently confused.
Mind Bomb - Mental scream that deals 9d6 damage to all within 15 ft.

8th-Level Psi-Powers

Foresight - Senses warning of impending danger.
Mind Blank - Subject immune to mental/emotional effects, scrying and psi-scanning.

9th-Level Psi-Powers

Metafaculty – Subject cannot hide name or location.

Psi-Powers

Augury

Level: 2.
Manifestation Time: 1 action.
Range: Personal.
Target: Manifester.
Duration: Instantaneous.
Power Points: 3.

By casting his mind into the immediate future, the character can know if an action he is about to take will have good or bad results in the short run. For example, if he is trying to decide if he should blow up a ruined building's door or not, using *augury* can reveal whether it is actually a good idea.

The probability of getting an answer is 70% plus 1 % for each level the manifester has. The GM rolls in secret, and can decide that an answer is obvious enough to allow an automatic success, or so obscure there is actually no chance of success. A successful *augury* can give the character one of the following answers:

- 'Favourable' (when the action's results will be good)
- 'Unfavourable' (for bad results)
- 'Favourable and unfavourable' (when the action has both good and bad consequences)
- 'Nothing' (when a result is not specifically good or bad)

The character will receive 'nothing' as an answer in the case of a failed roll, and has no way of knowing if the answer is the result of a successful or failed roll. *Augury* sees into the future only up to half an hour ahead, so the character cannot see the results of the action taken that happens after 30 minutes, missing any long-term consequences it may have. All manifestations of this power for the same question and by the same person use the result of the first die roll.

Aura Alteration

Level: 6.
Manifestation Time: 1 action.
Range: Medium (100 ft. + 10 ft./level).
Target: One living creature.
Duration: Instantaneous or 10 minutes/level.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 11.

The character can mask a subject's aura, disguising its nature as something different. Alternatively, he can also remove any negative effect from the subject's aura by smoothing it clean of such disturbances. When disguising the aura of a subject, the psi-power's duration is 10 minutes per character's manifester level. This can make a sick and twisted being seem benign, or an overly-good character seem malicious and spiteful. If aura alteration is used for psi-healing, the duration is instantaneous and the subject can roll a new saving throw against any psi-effect currently afflicting him with a +2 bonus to the roll. The GM is the final arbiter on which afflictions can be removed by cleansing an aura.

Aura Sight

Level: 4.
Manifestation Time: 1 action.
Range: 30 ft.
Area: 30-ft.-radius emanation, centred on manifester.
Duration: Concentration, up to 10 minutes/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 7.

The character can sense auras around him. Auras appear to the psi-talented as glowing lights surrounding persons, creatures and objects. The time the character spends concentrating reveals an increasing amount of information.

- *1st round:* The character can sense the presence of saintly good and demonically evil auras, but cannot yet assign which aura belongs where.
- *2nd round:* The character is able to count the number of auras in the area and whether they belong to creatures, objects or psi-powers.
- *3rd round:* The character now identifies the owner of each aura, unless hidden from view. If the psychic's level is *5* or more levels below a target's total level or Hit Dice, he is 'overwhelmed' by such a powerful presence. He is stunned for 1 round and the power ends immediately.

Blanking

Level: 3.
Manifestation Time: 1 action.
Range: Touch.
Target: Creature or object touched.
Duration: 1 hour/level.
Saving Throw: Will negates (harmless, object).
Power Resistance: Yes (harmless, object).
Power Points: 5.

By manifesting *blanking,* the character obscures any attempt to detect a target creature or himself using powers such as *clairvoyance* and *psi-scan.* If another character with psi-talent attempts to detect the protected creature. he must roll a manifester level check (1d20 + manifester level) and beat a DC of 11 + the level of the *blanking's* manifester. This power protect both the subject as well as any equipment it carries. If the character manifests *blanking* on himself or on an item in his possession, the DC the psi-spy must beat is DC 15 + the character's manifester level.

Clairvoyance

Level: 2.
Manifestation Time: 1 action.
Range: See text.
Effect: Psi-sensor.
Duration: 1 minute/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 3.

By manifesting this psi-power, the character concentrates on a known location, and hears and sees what happens there almost as if he were present. Clairvoyance ignores distance, but the character must be familiar with the area or it must be obvious, like behind some barrels which are in sight or across a street, etc…If the area being perceived is dark, the character can still see in a 10 foot radius around the manifestation's centre. The power creates an invisible psi-talent sensor as *psi-scanning* does, and can be blocked by lead sheeting.

Conceal Thoughts

Level: 1.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft./2 levels).
Target: One living creature.
Duration: 1 hour/level.
Saving Throw: Will negates (harmless).
Power Resistance: Yes (harmless).
Power Points: 1.

The character blankets his thoughts, making it almost impossible to discern his motives. While under the effects of this power, the character gains a +20 circumstance bonus to all Bluff checks regarding his ability to lie, hide true intentions or during opposed skill checks. His mind is also more difficult to read by powers such as *detect thoughts* and *mind probe,* adding a +4 bonus to his saving throws against such powers.

Danger Sense

Level: 3.
Manifestation Time: 1 action.
Range: Personal.
Target: Manifester.
Duration: 1 hour/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 5.

The character realises he is in danger long before his normal senses tell him so. While this power is manifested the character gains a +4 insight bonus to all saving throws made when avoiding traps and similar mechanisms. Additionally, he enjoys a +4 insight bonus to his Defence Value against attacks made by traps.

Daze

Level: 0.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft./2 levels).
Target: One person.
Duration: 1 round.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 1.

The character pushes his target's mind around to confuse him. This power affects medium-sized or smaller humanoids, provided their Hit Dice or level is lower than 5. The victim takes no actions on his next turn upon a failed Will save, but is not considered stunned, so opponents do not gain any special advantage against him. The target cannot move, use psi-talent or take any other action.

Demoralise

Level: 1.
Manifestation Time: 1 action.
Range: Medium (100 ft. + 10 ft./level).
Area: Several living creatures, no two of which are more than 15 ft. apart.
Duration: 1 minute/level.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 1.

The character assaults the minds of all enemies around him with self-doubt. Allies inside the area are not affected, but victims suffer a –1 morale penalty to all attack rolls, saving throws and skill checks.

Detect Psi-Talent

Level: 0.
Manifestation Time: 1 action.
Range: 60 ft.
Area: Quarter circle emanating from manifester to the extremity of the range.
Duration: Concentration, up to 1 minute/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 1.

The character detects psi-talent auras inside the area of effect. The time the character spends concentrating yields an increasing amount of information.

- *1st round:* The character can sense the presence or absence of psi-talent auras.
- *2nd round:* The number of psi-talent auras found in the area, along with the strongest aura's psi-strength (manifester level).
- *3rd round:* The strength and location of each aura. If the objects or creatures possessing such auras are within view, the character can make a Knowledge (psi-talent) check for each to determine any active powers. The DC for this check is 15 + power level, or 15 + half manifester level in the case of any psi-effects not derived from an actual power.

Aura Strength: The strength of a psi-talent's aura depends on the power's or the manifester's level as shown in **Table 7-1: Detect Psi-Talent**.

Each round, the character can turn to detect for auras in a new area. *Detect psi-talent* can penetrate barriers, but is blocked by 1 foot of stone, 1 inch of plastisteel plating, a thin sheet of lead, or 3 feet of wood or dirt.

Table 7-1: Detect Psi-Talent

Aura Strength		
Power Level	**Manifester Level**	**Aura Strength**
0-level or lingering aura	Lingering aura	Dim
1st-3rd	1st-5th	Faint
4th-6th	6th-11th	Moderate
7th-9th	12th-0th	Strong
Deity or major demonic presence	Beyond normal psi-talent	Overwhelming

Aura Duration: How much time the aura lingers in an area depends on its original strength.

Aura Duration	
Power Level	**Manifester Level**
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Detect Psi-Scan

Level: 4.
Manifestation Time: 1 action.
Range: 120 ft.
Area: A 120-ft.-radius emanation, centred on manifester.
Duration: 24 hours.
Saving Throw: None.
Power Resistance: No.
Power Points: 7.

While this power remains manifested the character is aware of any attempt to spy on him with other powers, such as *clairvoyance* or *psi-scan*. The effect is centred on the psychic and moves around with him, allowing him to sense any psi-talent sensor in the area.

If subject to a *psi-scan* attempt, or *clairvoyance* is activated in the range of this power, the character is aware of the presence of the viewing attempt. If the viewing attempt originates elsewhere, both psi-talented characters must make opposed Psi-Scan checks. If the detecting character's result is equal to or than, the viewer's, he gets a mental image of the spy, along with the direction and distance to his location, accurate to within one-tenth of the distance.

Detect Thoughts

Level: 2.
Manifestation Time: 1 action.
Range: 60 ft.
Area: Quarter circle emanating from manifester to the extremity of the range.
Duration: Concentration, up to 1 minute/level.
Saving Throw: Will negates (see text).
Power Resistance: No.
Power Points: 3.

The character can feel and read surface thoughts. The time the character spends concentrating yields an increasing amount of information.

- *1st round:* The character can sense the presence or absence of thoughts. Creatures with Intelligence scores of 1 or higher are regarded as conscious.
- *2nd round:* The number of thinking minds (Intelligence 3 or higher) found in the area, along with their mental strength.
- 3rd round: The character can now read the surface thoughts of minds within the area. If a target succeeds in a Will save, the character cannot read its thoughts and must manifest the power again to have another chance. The psychic reads basic instinctual thoughts from creatures with animal intelligence (Intelligence 1 or 2).

Divination

Level: 4.
Manifestation Time: 10 minutes.
Range: Personal.
Target: Manifester.
Duration: Instantaneous.
Power Points: 7 .

Divination is a more powerful version of *augury,* as it provides useful advice to a single question concerning specific actions or events that are to happen within 1 week. The GM provides the answer in the form of a short phrase, making it as cryptic as necessary.

For example, the question may be 'What is our chance of success in breaking through the riot?' The GM knows that mingling among the crowd are five mutant wall hoppers armed to the teeth, but considers that the characters have a good chance to fight them off with some difficulty. The answer he would give is 'Five wolves in sheep's clothing wait among the flock. Shoot with care.' The GM remains in control of the information at all times, and if the characters do not act upon it, the conditions change sufficiently to render the *divination* useless.

The probability of getting a useful answer is 70% plus 1% for each level the manifester has. This chance can be modified by special circumstances as the GM sees fit. The character is aware of the psi-power's failure. As with *augury,* all manifestations of this power for the same question and by the same person use the result of the first die roll and give the same answer every time.

Empathy

Level: 0.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft.12 levels).
Target: One living creature.
Duration: Concentration, up to 1 minute/level.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 1.

While this power is in effect, the character can discern the surface emotions of any creature within sight and range. The emotions include basic needs, urges and feelings. Examples are; hunger, cold thirst, affection, hate, attraction, repulsion, etc. . .

Environmental Psychometry

Level: 2.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft./2 levels).
Target: Area within a 25 ft. + 5 ft./2 levels-radius spread, centred on manifester.
Duration: Concentration. up to 10 minutes/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 2.

As *psychometry* can pick up the psychic impressions about an object's owner, *environmental psychometry* opens the character's senses to the past of a given location. Buildings, rooms, streets and other places store psychic impressions from intense emotions experienced by people inside their area. The character can build a mental image by reading these impressions.

Events that provoke strong emotions are the most likely to leave a psychic impression - gang wars, murders, great joy or terrible pain. Common events are too weak and generic to leave an impression. The images evoked are ghostlike, and the character does not learn anything about the people involved in the event. For example, a psi-judge manifests *environmental psychometry* in a littered barroom. The vision obtained is that of a fight among the bar's patrons, when one pulls out a heavy spit gun and starts massacring all present – people try to leave the place through the only entrance but only block themselves and fall to the madman's bullets. The strongest emotion is panic.

The character can read a single event per round of concentration, if there are any, and he can extend his senses back in time for 10 years per manifester level. The actual event sensed is at the discretion of the GM.

Foresight

Level: 8.
Manifestation Time: 1 action.
Range: Personal or touch.
Target: See text.
Duration: 10 minutes/level.
Saving Throw: None or Will negates (see text).
Power Resistance: No or Yes (harmless).
Power Points: 15.

The character receives instantaneous warning of impending danger to himself or to another, as if he possessed a sixth sense. While the power is manifested the character knows when he is in immediate danger, such as when he is about to be ambushed by thugs, a mutant is about to pounce on him or he is the target of an offensive psi-power. The character is not surprised nor flatfooted and knows what action would be the best for avoiding the danger; standing still, ducking, raising a mental defence, etc…The character also receives an insight bonus to his Defence Value and any Reflex saving throw equal to his Charisma modifier. This bonus disappears if the character loses his Reflex bonus to Defence Value for any reason.

If another character is the target of the power, the manifester receives the warning when danger threatens the subject. The character must share his knowledge with the subject if the power is to have any useful effect, and has enough time to act on behalf of the creature by shouting a warning, shoving it away from danger or using psi-powers like *missive* to communicate the impending threat. As the subject is not inherently aware of the threat as the psychic is, it does not receive the insight bonus to Defence Value and Reflex saves.

Implant False Memory

Level: 4.
Manifestation Time: 1 action.
Range: Medium (100 ft. + 10 ft./level).
Target: One humanoid of medium size or smaller.
Duration: Instantaneous.
Saving Throw: Will negates (see text).
Power Resistance: Yes.
Power Points: 7.

The character can create false memories in the mind of a subject. The false memory is 1 round long per four manifester levels - that is, an 8th level psi-judge can create a 12-seconds long false memory. The character can set the false date when the inserted memory occurred to within one week before the current time. It is advised to keep the tailored memory generic, unless the character knows of the activities of his target during the last week.

The character must be careful when crafting a new memory, since the subject's mind may recognise it as false if it is not coherent with his real memories. For example, the character inserts a memory of paying for a couple of drinks four days earlier, but the subject is a strict non-alcoholic type and does not frequent bars. The false memory will thus be dissonant with the subject's real experience. The GM may determine a bonus to the subject's saving throw, ranging from +1 to +4, depending on how dissonant the false memory is. The subject gains a similar bonus if the memory depicts him performing an action against his nature, from +1 to +4, according to the degree of the violation. If the memory could not possibly be true, the power automatically fails. For example, a memory of sprouting wings and launching into flight for an ordinary citizen.

Inkling

Level: 0.
Power Points: 1.

This psi-power works like *augury*, but the chance of getting a useful answer is only 50%, with no bonus for manifester levels.

Also, unlike other level 0 psi-powers that can be manifested freely, the character can only manifest *inkling* a number of times equal each day to his Wisdom modifier + 1. It does not matter how many power points the psychic spends to manifest the power, as the limit represents the difficulty of probing into the future with such a low-level power.

Insanity

Level: 7 .
Manifestation Time: 1 action.
Range: Medium (100 ft. + 10 ft./level).
Target: One living creature.
Duration: Instantaneous.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 13.

The victim of this psi-power becomes permanently insane, and behaves in a random manner as per **Table 7-2: Insane Actions**.

Table 7-2: Insane Actions

1d10 Roll	Action taken
1	Walk away for one minute (unless stopped)
2-6	Stand still and take no actions for 1 round
7-9	Attack closest creature for 1 round
10	Behave as normal for 1 round

A new roll is made every round at the beginning of the victim's turn to determine the action that will be taken. On a result of 1, a new roll is made after one minute. Victims who walk away leave the location as if they had lost interest, and attackers gain no special advantage against them. Insane characters, however, are still able to defend themselves and attack in the next turn any who attack them. Only the most extreme of measures can restore the subject's sanity. See *The Rookie*'s *Guide to Psi-Talent* for further details.

Mental Sting

Level: 0.
Manifestation Time: 1 action.
Range: Close (25 ft. + *5* ft./2 levels).
Target: One individual.
Duration: Instantaneous.
Saving Throw: Fortitude negates.
Power Resistance: Yes.
Power Points: 1.

The character sends a sharp telepathic pulse against a target, dealing 1d6 points of damage, ignoring any Damage Reduction. The *mental sting* can affect any visible target within range, regardless of conditions such as concealment, cover or participation in melee. Objects or mindless creatures are not affected by this power.

Metafaculty

Level: 9.
Manifestation Time: 1 action.
Range: Personal.
Target: Manifester.
Duration: Concentration, up to 10 minutes/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 17.

By manifesting this psi-power, the character can obtain an incredible amount of information about any subject previously detected by the use of any other power. The information gained includes their name, mental image of the subject, as well their location. The image of the latter, if studied with care, is good enough for use with any psi-power that requires familiarity with a place. There is no way the subject can hide the information from this psi-power.

Mind Blank

Level: 8.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft./2 levels).
Target: One creature.
Duration: 1 day.
Saving Throw: Will negates (harmless).
Power Resistance: Yes (harmless).
Power Points: 15.

The subject is totally protected from all devices and psi-talent powers that detect, influence or read emotions and thoughts. In the case of a *psi-scanning* that views an area, the power works but the subject is simply not detected. *Psi-scanning* that targets the subject specifically will not function at all.

Mind Bomb

Level: *7* .
Manifestation Time: 1 round.
Range: Medium (100 ft. + 10 ft./level).
Area: 15-ft.-radius burst.
Duration: Instantaneous.
Saving Throw: Will halves.
Power Resistance: Yes.
Power Points: 13.

For the duration of 1 round, the character gathers energy into himself, creating ripples detectable by psi-talents and non-talented alike, then releases a powerful telepathic burst around himself, resonating and severely damaging any victim's brain tissue. The effect upon a victim is to literally crush their brain. This telepathic burst deals 9d6 points of damage.

Mind Probe

Level: *5.*
Manifestation Time: 1 minute.
Range: Close (25 ft. + *5* ft./2 levels).
Target: One living creature.
Duration: 1 minute/level.
Saving Throw: Fortitude negates.
Power Resistance: Yes.
Power Points: 9.

The character rummages through the subject's memories and knowledge, from that which is nearly forgotten or closely guarded to what can be recalled instantly. The character can receive an answer to one question per round, to the best of the subject's ability. If the subject is sleeping, he receives a Will save to wake up after each question. If the subject moves out of the power's range for any reason, the *mind probe* automatically ends. The exchange between manifester and subject is telepathic, with questions and answers travelling directly from mind to mind. The subject does not need to speak the same language as the manifester, though creatures of low intelligence may only yield simple images and impressions. *Mind blank* protects a creature completely against *mind probe.*

Mind Shield

Level: 0.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft./2 levels).
Target: One living creature.
Duration: 1 minute/level.
Saving Throw: Will negates (harmless).
Power Resistance: Yes (harmless).
Power Points: 1.

Mind Shield protects the subject from other powers and devices that perceive, read or influence thoughts or emotions. This prevents information gathering powers from working and protects the subject from mind-affecting psi-powers and effects. This power confers upon a subject a Power Resistance (PR) equal to *5* + 1 for every two extra power points used to boost this power. To affect a subject who has Power Resistance with a power, make a manifester level check (1d20 + manifester level) with the subject's Power Resistance as the DC.

Mind Switch

Level: 6.
Manifestation Time: 1 action.
Range: Medium (100 ft. + 10 ft./level).
Target: Manifester and one other living medium-size or smaller creature.
Duration: Until manifester returns to body.
Saving Throw: Will negates (see text).
Power Resistance: Yes (harmless).
Power Points: 11.

The character can force the mind and soul of a living being within range to change places with him, each inhabiting the other's body. The character can return his mind to its rightful place at any time, thus returning the subject to its body and ending the power's effect.

Switching minds is a full-round action and, if the subject fails a Will save, its mind is shoved into the character's body as he possesses the subject's own. Each mind takes full control of the new body but the host body's skills are not available to the new occupying mind. Each mind retains its Intelligence, Wisdom and Charisma scores as well as class, level, skills, base attack and saving throw bonuses, hit points (ignoring any new Constitution modifier), power points and power resistance, if any. Each switched mind gains all the benefits or handicaps of the new body's Strength, Constitution and Dexterity scores, with all the new modifiers included - they also enjoy any natural armour.

In the case that one of the bodies is slain, the manifester has an advantage over the subject - if both bodies are within range, the manifester has a better chance of survival. If the character is slain in his borrowed body, he returns to his original body and the subject creature dies. If the subject is slain while inside the character's body, the character keeps his new body and the subject dies. However, if the bodies are outside the effect's range when either is slain, the inhabiting mind dies and the other is left in their new body.

Missive

Level: 0.
Manifestation Time: 1 action.
Range: Close (25 ft. + 5 ft./2 levels).
Targets: One living creature.
Effect: Mental message delivered to subject.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 1.

The character can speak a simple ten-word phrase directly into the mind of any target within range. The telepathic communication is one-way only, and if the character and his target do not share a common language, the target only 'hears' incoherent gibberish inside its head.

Precognition

Level: 6.
Manifestation Time: 10 minutes.
Range: Personal.
Target: Manifester.
Duration: 1 minute/level.
Power Points: 11 .

More powerful than *divination,* this power grants the character a vision as an answer to a single question concerning specific actions or events that are to happen within a year. The GM provides the answer in the form of a vision as short as a single, but insightful, image, or as long as a complex dream.

For example, the question may be 'What is the greatest challenge the Justice Department will investigate in the coming year?' The GM has the long-term plan to introduce a dangerous rogue psi-judge as a villain, and figures that this would be the toughest challenge faced in the year. He may give the answer as the following vision: 'You are standing in a rubble-strewn street, the night is coloured red by broken neon lights. The bodies of a dozen punks sprawl like a grim carpet, bleeding through the ears, eyes and nose as if their brains had exploded inside their skulls. You hear steps.' The GM remains in control of the information at all times, and if the players do not act upon it, the conditions change sufficiently to render the *precognition* useless.

The probability of getting a useful answer is 80% plus 1 % for each level the manifester has This chance can be modified by special circumstances as the GM sees fit. The character is aware of the psi-power's failure. As with *divination,* all manifestations of this power for the same question and by the same person use the result of the first die roll and give the same answer every time.

Psi-Lash

Level: 5.
Manifestation Time: 1 action.
Range: Close (25 ft. + *5* ft.12 levels).
Target: One living creature.
Duration: Instantaneous.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 9.

The character attacks his opponent with a series of brutal psi-strikes designed to cripple the victim's mind and reduce him to a gibbering wreck. Failing the saving throw inflicts the defender with 2d10 + manifester level points of subdual damage.

Psi-Scan

Level: *3.*
Manifestation Time: 1 hour.
Range: See text.
Effect: Psi-sensor.
Duration: 1 minute/level.
Saving Throw: None.
Power Resistance: No.
Power Points: 5.

When manifesting this power, the character is able to spy on a subject by sight and sound regardless of distance. To do so, the character must succeed in a Psi-Scanning check, with a DC set by the familiarity or connection he has with the creature in question, as detailed below.

Table 7-3: Psi-Scanning Difficulty

Familiarity	Psi-Scan Check DC
None*	20
Second-hand (has heard about the subject)	15
First-hand (has met the subject face to face)	10
Familiar (knows the subject well)	5

* If the character has no knowledge of the subject, he must possess some sort of connection to it.

Table 7-4: Psi-Scanning Connection

Connection	Psi-Scan Check Bonus
Likeness or picture	+5
Belonging or piece of clothing	+8
Body part, nail clippings, lock of hair, etc.	+10

A barely detectable, translucent image appears near the subject when the character manifests *psi-scan.* The image resembles the character, but is nebulous enough to prevent recognition. If the subject's Intelligence score is 12 or more, it can make a Psi-Scanning check (or an Intelligence check) at DC 20 to notice the image. The character can manifest *missive* through *psi-scanning* as well as *aura sight,* but the latter only has a 5% chance per manifester level of functioning correctly.

Psychometry

Level: 1.
Manifestation Time: 1 action.
Range: Touch.
Target: One object.
Duration: Concentration, up to 10 minutes/level.
Saving Throw: None.
Power Resistance: Yes.
Power Points: 1.

The character studies an object and obtains information about its previous owners. This power can read the psychic residue that objects accumulate as their last owners handle and use them. The time the character spends studying the object determines the amount of information obtained.

- *1st Round* - Species and race of the previous owner. This round also reveals if the last owner was a mutant.
- *2nd Round* - Previous owner's gender.
- *3rd Round* - Age of previous owner.
- *4th Round* - The manner in which the previous owner obtained and lost the object.
- *5th+ Round* - Species and race of the owner before last, and so on.

If no-one owned the object previously, the power has no effect. The character can maintain his concentration and obtain information of all the object's previous owners, until the power ends. If the character attempts to read the same object again, he does not start where he left off, but begins the process anew with the most recent owner.

Schism

Level: 3.
Manifestation Time: 1 action.
Range: Personal.
Target: Manifester.
Duration: 1 round/level.
Power Points: 5.

The character can divide his mind into autonomous halves. Each part is completely independent from the other, as if two characters were sharing the same body. The second mind cannot control the physical actions of the body, but every round it can take a partial action that is mental in nature, such as manifesting a power. Both minds are telepathically linked, and can use powers at the same time, although they draw from the same power point pool. Costs for powers manifested by the second mind are increased by +2.

In short, *schism* allows the character an extra partial action that can occur before or after his normal action, provided it is the manifestation of a power or some other mental activity. Manifesting powers inside an opponent's threatened area still provokes an attack of opportunity.

If the character is subject to a psi-effect, his other mind can roll a second saving throw if the first fails. If both saving throws fail, the two minds merge and the power ends, the character being fully affected by the condition that called for the saving throw in the first place. The mind that succeeded in its save is free to act normally.

Sense Psi-Talent

Level: 5.
Manifestation Time: 1 action.
Range: 1 mile/level.
Area: 1 mile/level radius emanation, centred on manifester.
Duration: 1 hour/level.
Saving Throw: None.
Power Resistance: Yes (see text).
Power Points: 9.

The character picks out any psi-talent activity that occurs within range. The psychic can pinpoint the direction and distance from his position to within 60 feet, as well as the nature of any power manifestation. While this power is not too accurate, it is quite effective - no psi-power of less than 8th level can prevent *sense psi-talent* from detecting psi-talent activity.

Telempathic Projection

Level: 1.
Manifestation Time: 1 action.
Range: Medium (100 ft. + 10 ft./level).
Area: One living creature.
Duration: 1 minute/level.
Saving Throw: Will negates.
Power Resistance: Yes.
Power Points: 2.

A subject's mood is like clay in the character's hands. The new emotion dictates the subject's mood. but this power cannot alter emotional states between extremes, merely adjust them by one step. A possible mood adjustment scale follows the following stages; hostile, unfriendly, indifferent, friendly and helpful. Additionally, the character can give a +I bonus to his or others' Arrest, Bluff, Diplomacy, Intimidate, and Perform checks with creatures whose moods have been steered in the right direction. The effect could also be used to impose a -1 penalty, if the character so desires.

The Justice Department is the huge, sprawling organisation that governs and regulates the lives of every citizen within Mega-City One. The judges on the street are merely the most visible portion of this gigantic administrative body and though the maintaining of Law and order is paramount, the Justice Department also controls or monitors all governmental bodies within Mega-City One, ensuring every citizen is provided for and protecting them from enemies both within and without.

The centre of the Justice Department is the Grand Hall of Justice, where Chief Judge Hershey and the Council of Five hold ultimate authority over both judges and citizens. Smaller versions of this massive star-scraping building can be found all over the city, as each Sector House is a semi-autonomous unit of judges and resources that can police the citizens within their boundaries, whilst remaining answerable to the Grand Hall of Justice.

Every judge on the street is far more than a well-trained individual committed to upholding the Law. He also has the entire weight of the Justice Department behind him, and can call upon its resources throughout his career. With this authority comes a terrible responsibility, for a judge is sworn to protect every citizen from harm.

Organisation of the Justice Department

The Justice Department is a massive organisation, numbering thousands of citizens and judges all dedicated to maintaining the Law within Mega-City One. They are responsible for the implementation of a harsh but fair judicial system, ensuring every citizen has their basic needs met and protecting them from external threats in the event of war or invasion. Divided into several distinct divisions, the Justice Department has access to highly trained personnel and extremely advanced equipment in order to carry out its duties.

The Chief Judge

Judge Dredd may be the face of the Law, but the Chief Judge is the political representative of the Justice Department. Ever since US President Booth was deposed during the Atom War of 2070-71, the Chief Judge, a position originally appointed to the esteemed Fargo and now held by Hershey, is the supreme guardian of Law and order in Mega-City One. The ultimate fate of the city rests in her hands, but the Council of Five keep Chief Judge Hershey well advised on all matters that may affect her decisions. The Chief Judge cannot act if the Council outvotes her on the issue at hand (the so-called 'Chief Judge Veto,' allowing the Chief Judge to countermand any decision the Council may make, was repealed in 2116 during the Volt Reforms). The Chief Judge is also expected to host diplomatic functions and attend trade conferences with other city-states.

The Department's senior judges elect the Chief Judge using the simple 'one man, one vote' system. No more than seven candidates may put themselves up for election at any one time and all must be senior in rank The term of office is unlimited relative to the Chief Judge's continued competency in the position and popularity with the judicial electorate. Only a unanimous vote by the Council of Five can force the Chief Judge's removal from office.

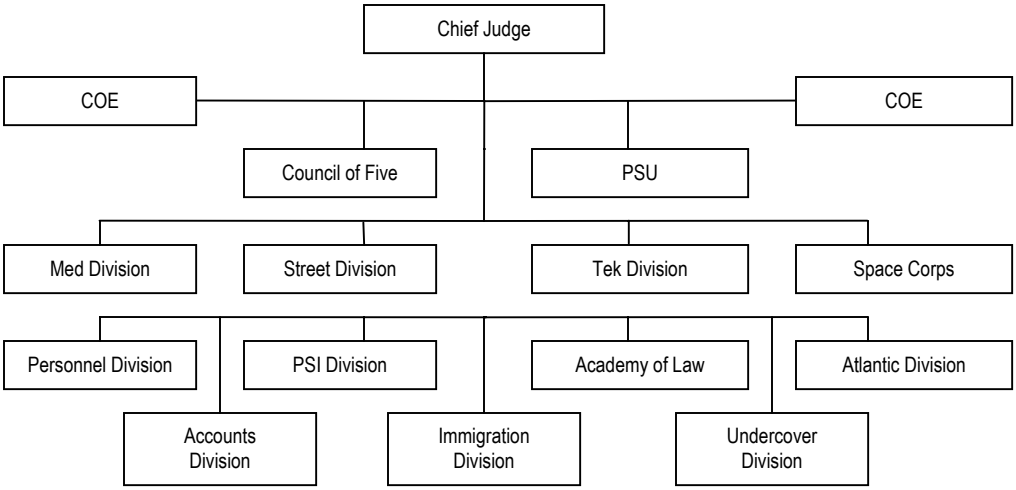
The Council of Five

The Council of Five acts as the Chief Judge's advisory body, populated by the heads of the Justice Department's main divisions but the Chief Judge, who is responsible for appointing the Council-members, may expel existing councillors and introduce new members from any division she considers appropriate. Indeed, a reshuffling of the Council's members often swiftly follows the election of a new Chief Judge. Should the Chief Judge be incapacitated and no longer able to carry out her duties, the Council will elect an interim replacement until a formal election can be organized for the successor. More often than not, the new Chief Judge will rise from the Council of Five's own ranks.

On occasion, a Deputy Chief Judge – the Chief Judge's most trusted adviser – has occupied a slot in the Council of Five, though Chief Judge Hershey has decided to replace the Deputy Chief position with a Wally Squad operative, an individual with closer links to the common citizen than the office-bound Division Chiefs.

In 2124, the Council of Five comprises Judge Niles (PSU), Buell (SJS), Ramos (Street Division), McTighe (Tek Divsion) and Hollister (Wally Squad).

Justice Department Organisation



Accounts Division

The Justice Department is the most powerful organisation within Mega-City One, but like all great bodies it is dependent on a steady credit flow to maintain a competent level of public service. The Accounts Division (Acc-Div) works tirelessly to maintain fiscal records, balance ledgers, set the annual budget for Justice Department operations and enforce taxes charged to the citizens. A succession of disasters over the last three decades have damaged Mega-City One's finances, forcing the Justice Department to recruitment its recruitment programmes and cut back on support for street judges. Judge Pennywise is the current Chief Accountant.

Atlantic Division

Mega-City One's territory extends 2000 kilometres across the heavily polluted Black Atlantic ocean, halfway to Brit-Cit and marked by the undersea service-plex of Atlantis. Atlantic Division is responsible for patrolling these waters, ensuring both Justice Department and civilian transports are protected from pirates, mutant marine lifeforms and freak meteorological disturbances. Atlantic Division also polices the Mega-City One docks under the auspices of the Harbour Squad. Despite having learnt many painful lessons from its defeat at the onset of the Apocalypse War, long-standing budget restrictions mean Atlantic Division has yet to upgrade the fleet (including the underwater SKUNK missile defence stations) to efficiency levels comparable with Brit-Cit's own, smaller navy. Judge Duffy is the current Atlantic Division Chief.

COE

This is the undercover espionage wing employed to counteract threats to Mega-City One and outlying territories by native or alien parties through the gathering of tactical intelligence that is then disseminated to other Divisions for further analysis. Judge DeKlerk heads the Covert Operations Establishment and has been rumoured to, on occasion, abuse his authority for his own private and political agenda.

Med Division

Med-Div formulates medical policy for the entire Justice Department and is sub-divided into squads capable of meeting every conceivable medical challenge. Med Division is responsible for evaluating and monitoring those judges reporting sick and to facilitate proper medical care, as well as conducting trauma debriefings for judges involved in serious incidents. Judge Lochner is the current Med Division Chief.

Psi Division

Psi Division is barely one thousand field operatives strong, but plays a vital role in detecting crime that, for some reason, conventional and scientific analysis are blind to. All Psi Division personnel possess some psychic talent - most are trained to share the duties of psychic and judge with relatively little difficulty but others are mentally unstable and must be sedated with a cocktail of addictive drugs to stop them burning out due to constant mental contact with the Mega-City One populace. Such staff are contained within the psi-cubes of the Psi-Div headquarters in Sector 44. Few psi-judges survive to retirement, as their minds quickly wear out from psychic strain. Judge Shenker, a former member of the Council of Five, is the current Psi Division Chief.

Public Surveillance Unit

The PSU is the organisation behind Mega-City One's millions of street cameras and spy-in-the-sky units. Its brief is to monitor the public lives of all citizens from the moment they leave their apartments to when they once more enter and lock the door behind them. Tek personnel assisted by robots sort through the information gathered by the cameras and then classify a as one of four categories - benign, suspicious, threatening or dangerous. The benign category is regularly wiped clean of content from the database every thirty days, having no further value to PSU. A suspicious rating prompts further surveillance and a long-term archive, as will threatening, but the latter often validates the passive involvement of Street Division operatives. A dangerous rating is automatically routed to Street Division so that immediate action - preventative or curative – can be undertaken with minimum delay.

The PSU is headquartered within the Statue of Judgement in Sector 44, governed by a 'nerve centre' sited in the Statue's rockcrete head. Though citizens are unaware of this, the location of PSU is an everyday warning to all judges that nobody is above the Law. One day, their own indiscretions may be captured on film slug and used against them.

For twenty-two years, Judge Jura Edgar was head of PSU. Her lengthy tenure and high success rate proved decisively that few were better suited to the role but her obsession for information-gathering overstepped its bounds when Jura tried to blackmail high-ranking judges with secret information contained within the so-called 'Cal Files,' a legacy of the terrible deeds carried out by the tyrannical Chief Judge Cal in 2101. When Chief Judge Hershey came to power in 2116, one of her first acts was to remove Jura from her post and exile her to Cursed Earth Work Camp 17. Hershey subsequently appointed former SJS Chief Niles as the new head of PSU.

Space Corps

Space-Div augments the local administration of offworld colonies populated wholly or partially by Mega-City One expatriates. Many of these colonies have been founded on mineral-rich sites creating a basic local economy and a foundation for trade links between the colony and Mega-City One. It is standard practice for the Justice Department to leave the more remote colonies to settle their own disputes but should they be threatened or attacked by hostile forces, Space-Div can provide a swift military response by way of the Space Corps, an army of judges and civilian soldiers backed by a mighty array of weaponry including starfighters and deep space battle cruisers. Judge Armstrong is the current Space Corps Chief.

Special Judicial Squad

The SJS is charged by the Chief Judge with the institutional accountability, implementation and maintenance of Justice Department's anti-corruption programs. In short, the SJS judge the judges. When the possibility of corruption arises within the Justice Department, the SJS are quick to move in and detain suspects for interrogation. The SJS answers to no one but the Chief Judge (though the Council of Five may question SJS activities) and so may keep a judge incarcerated for any length of time until they are certain of the suspect's guilt or innocence. The SJS have the authority to pronounce sentence on the offender and pending authorisation from the Chief Judge, will then escort the criminal to Titan or one of the Cursed Earth work camps. In between cases, the SJS carry out frequent Random Physical Abuse Tests on unsuspecting lone judges who are usually targeted whilst resting after a long duty shift. The RPAT is nothing short of a full interrogation using truth drugs and an array of psychological techniques to break the victim's spirit in the hope he will confess an illegal act. The judges who come through the RPAT with no detectable sins to their name are issued with a certificate stating the fact. The SJS then disappear as quickly as they first burst in. Judge Buell is the current SJS Chief whilst Judge Garcia is his Deputy.

Street Division

The most numerous division of judges, those in Street-Div are always on patrol and always ready to haul perps off to the cubes at a second's notice. Street judges work from a central headquarters, usually their assigned Sector House, where they are briefed on the day's events, given sleeping quarters and medical care, and equipped to survive on the dangerous streets of Mega-City One. Street judges share uni-sex dormitories and washrooms. Individuals possessing exceptional leadership qualities and street-prowess are promoted to the status of senior judge and then often transferred to more demanding duties such as that of a Tac-Group Leader. Senior judges are granted private sleeping quarters in the Sector House or an apartment in a nearby city block to help improve community relations between the judges and the populace they serve.

Most street judges will not see retirement – they can expect to fall prey to the street crime they have pledged to project the citizenry against. The lucky few who make it into old age have the option of delivering the Law into the far reaches of the Cursed Earth or the depths of the Mega-City One Undercity, known as the Long Walk, or instead taking up a teaching post in the Academy of Law as judge-tutors. Judge Ramos is the current Street Division Chief.

Street-Div subsections include the Iso-Wardens, who keep the incarcerated Mega-City One criminal community under lock and key and the Justice Department Band, who attend the annual Justice Day Parade with the same instruments their New York Police ancestors used.

Tek Division

Tek Division provides the Justice Department with a wide range of state-of-the-art facilities and equipment to distribute resources as efficiently as possible and accelerate the completion time of criminal investigations. It employs the best scientific minds in the city to design new forensic tools, weapons and equipment. Most tek-judges work within the Tek Labs spread across the city, such as the Mega-Labs and Tech 21, and rarely experience field duty on the streets. The few tek-judges that do accompany street patrols are usually forensics personnel or else on special assignment. Judge McTighe is the current Tek Division Chief.

The Sector House

All judges will spend at least part of their career stationed at a Sector House and Mega-City One has 305 such bases, one for every sector. Each functions as a miniature Grand Hall of Justice and is the headquarters of personnel assigned to maintain the Law within the boundaries of a single sector. The Sector Houses are 22nd century versions of the old American police precinct stations for they are used to temporarily detain criminal suspects in cells until they can be properly dealt with by the judicial system. Sector houses also have interrogation suites, armouries, briefing rooms, vehicle garages, offices and communication centres where emergency calk are taken.

This, however, is where all similarity ends. Sectors Houses are built like fortresses, spiked with artillery to keep the more dangerous citizen riots and lunatic fringe groups at a distance. Most were built before the Atom War and can be identified by their height, as pre-atomic Sector Houses stand at around fifteen to thirty storeys high, whereas more recent constructions start at around fifty floors. All Sector Houses are built to approximately the same dimensions and can easily accommodate two hundred staff, though numbers of three hundred and above are sometimes crammed into their confines to deal with sectors suffering from high crime rates.

All Sector Houses will have one or more garages where Lawmasters, Pat-wagons and H-Wagons are maintained.

Highly efficient power generators keep the wheels of justice moving and are isolated from the main grid in the event of a blackout. A state of the art megaband communications centre located at the top of the Sector House ensures any reports of crime or information vital to the welfare of the sector can be instantly processed and relayed to any judge patrol in the vicinity. After criminals are arrested, they are brought into check-in areas by Catch Wagon, where they are processed and locked in sub-level holding cubes pending delivery to an iso-block where they will serve their sentence. The higher floors are reserved for the judges alone. Briefing rooms fill several times a day with crime reports and updates on the state of the sector while a few levels above are the offices of the Watch Commanders and Sector Chief, who is in effect the 'Chief Judge' of the entire sector. Sector Houses sometimes lack a permanent Psi-Div and SJS presence, only summoning these specialists when circumstances warrant their intervention

Street judges usually head to the armoury to restock their weapons and equipment before embarking upon patrol and if they are injured in the line of duty, they can be rushed back to the med-bays where 22nd century science successfully treats most complaints. Off-duty judges can grab food in the staff canteen, practice their shooting skills on the firing range, enjoy valuable time off in the rec-decks or catch up on their sleep in the dormitories. If a major emergency beckons, ten minutes in a Total Relaxation Inducer (or Sleep Machine) will serve almost as well as a good night's rest.

Daily Judicial Life

A typical day for a street judge begins when his first shift (or watch) starts. There are three eight hour shifts within each day - A-Watch (beginning at 06:00hrs), B-Watch and C-Watch (ending at 06:00hrs). These shifts usually begin in when the judge awakes from his mandatory eight hours sleep and so each street judge will take two shifts in every 24 hour period. He breakfasts and then attends a compulsory briefing session for a general overview of what he can expect to encounter in the sector during his shift, this being conducted by a duty officer known as the Watch Commander. Every Sector House usually has three Watch Commanders and once the briefing is over, Tac Group Leaders organise street judges into smaller patrol groups. Unlike the Watch Commanders, Tac Group Leaders will oversee their colleagues' activities on the street personally or by radio contact.

Responding to the unpredictability of Mega-City One crime and Justice Department cutbacks, judges may be called upon to work a second consecutive shift and sometimes twenty-four hour stretches are necessary. Under these circumstances, judges are ordered to take ten minutes in the Sleep Machine prior to embarking upon another patrol. Drug stimulants are usually carried on patrol to counteract further signs of fatigue.

To Be A Judge

When a player chooses to play a street judge or psi- judge within this game, he is opting to play a character quite unlike those available in any other role-playing game. It is quite understandable for a player to get very excited about the amount of hit points and feats a judge receives when starting play, and beginning a character at 3rd level can make them extremely powerful. Add to this the equipment every judge receives as standard, and it is quite clear that these are very attractive character classes to play.

However, being a judge in Mega-City One is to adopt a position of not only near-supreme authority, but also great responsibility. A judge's sworn task is to protect the citizens of the city - he acts as judge and jury in upholding the Law, but a judge should never be an executioner.

The fans of the 2000AD comic strip will, no doubt, know all of this already and have a good idea of how to play a judge within this game. For those players unfamiliar with the comics, the guidelines below should set you well on your way to playing a judge successfully.

- It is the sworn duty of every judge to protect the citizens of Mega-City One.
- A judge should not act primarily as an executioner - perps should be brought to justice and serve their time in an iso-cube. It is difficult to question a perp and arrest his associates if he is lying on the conveyor belt at Resyk. However, judges have the absolute authority to respond with lethal force if a perp endangers either a judge, a citizen or Mega-City One as a whole. A Judge will only coldly execute human wrongdoers under the most extreme of circumstances: collaboration with a hostile foreign power, for example.
- A judge should always use the minimal force necessary - do not use your Lawgiver when a daystick will do.
- Citizens may not be subjected to unwarranted violence.
- Perps must always be given a chance to surrender. Justice cannot be served if they are dead.
- Other judges will report non-sanctioned or illegal activities as a matter of course. You have been warned.
- The full resources of the Justice Department are behind you at all times. You can query MAC for information, call in forensics or riot squads, ask PSU to follow a suspect or monitor a vid-phone call, or have Weather Control rain upon an illegal demonstration. Judges are not lone law enforcers - they have the backing of a massive organisation.
- Judges uphold and enforce the Law – they do not interpret it. Whatever their personal feelings, it is the Law.
- Judges have an incredible range of equipment and almost supreme authority. Do not abuse the trust the citizens have placed in you.
- Above all, do not use armour piercing shells on a charging fatty, ricochet in a classroom, bike cannon on a crowded Meg-Way and do not annoy the SJS.

Arrests

Judges are not executioners. It is their role to police the citizens of Mega-City One and root out the bad elements that threaten life and civil order. To this end, a judge may not simply take to the street with his Lawgiver and Lawmaster, shooting every perp that crosses his path. A rigid system of Law and order has been devised to govern the city and the judges are the direct instruments of that system. When discovered, a perp must be arrested, sentenced and then transported to an iso-cube to serve the punishment for his crime.

Making an Arrest

The imposing authority of a judge in full uniform is enough to make most perps surrender immediately, dropping their weapons and ceasing any criminal activities, leaving the judge free to handcuff and arrest them. However, some perps are truly desperate and are willing to risk even the wrath of a judge in order to remain free.

To make an arrest, a judge must present himself to a perp and issue a verbal challenge - 'Freeze, meathead!' for example. Only one judge may call upon a perp or group of perps to surrender at any one time. This is considered to be a standard action. A perp must be able to witness or hear a judge in order for an arrest to be attempted. It should be noted that a perp must be able to both hear and understand the judge making the arrest – dumb animals and many aliens will simply not understand what the judge is trying to do!

Whenever a judge attempts to call on a perp to surrender, an Arrest check is made. This is done by both judge and perp rolling 1d20 and adding their character level and Charisma modifier. If the judge scores higher, the perp will immediately cease what he is doing, drop his weapons and come out of hiding with his hands held high to be arrested. If the perp rolls higher, he will carry on fighting or evading the judge – the judge will have to subdue him physically if he is to be brought to justice.

Once a judge has failed an Arrest check, the perp(s) called to surrender will automatically pass all subsequent Arrest checks made by him.

Note that player character citizens need never make an Arrest check - it is their choice as to whether they surrender when confronted with the full might of the Law!

The Arrest check is modified as shown in **Table 8-1: Arrest Check Modifiers**.

Table 8-1: Arrest Check Modifiers

Situation	Judge's Arrest Check Modifier	Perp's Arrest Check Modifier
Every judge in perp's sight	+1	-
Every pat-wagon or H-wagon in perp's sight	+2	-
Every Manta Prowl Tank in perp's sight	+3	-
Perp in cover	-	+5
Every ally of perp within sight and not dead or arrested	-	+1
Perp involved in combat	-	+2
Judge involved in combat with perp or perp's allies	-	+4
Perp has succeeded in previous Arrest check	-	+5
Judge has 5 or more ranks in the Intimidate skill	+2	-
Perp has 5 or more ranks in the Intimidate skill	-	+2
Perp reduced to half original hit points or less	+2	-
Judge reduced to half original hit points or less	-	+2

Holding Posts

Once a perp has been successfully arrested (whether he surrendered or was subdued), it is standard procedure for a judge to handcuff him to a holding post, of which there are literally millions on the streets of Mega-City One, and then call his Sector House to send a Catch Wagon to pick the perp up and transport him to the iso-cubes. Holding posts are made of the finest plastisteel and are nearly impossible to destroy or escape from.

A holding post is considered to have Damage Reduction 20 and 20 hit points. They may be found on practically every street in Mega-City One and a judge should have to travel no further than 1d1O x 10 metres in order to locate one.

A judge may, optionally, choose to wait with the perp until the Catch Wagon arrives. This can be time consuming and is not standard procedure, but may prove prudent in the event of apprehending a particularly dangerous perp.

Sentencing

Before a judge continues his street patrol or current investigation, he must sentence the perp to a period of time in the cubes. The arresting judge's word is final for sentencing, subject to further evidence being uncovered at a later date and many crimes have variable sentences permitted, allowing a judge to use his own discretion and still remain within the Law. However, a judge who is consistently too harsh or too lenient may well be investigated himself and disciplined.

The guide below may be used by players to determine a suitable sentence for any perp they arrest, be it time spent in an iso-cube, a credit fine (paid directly to the judge's Sector House) or some other punishment. Players are free to consult this chapter at any time during play in order to access this guide, or they may make a Knowledge (law) check at DC 5 in order to recall a suitable sentence for any crime.

Code 1: Homicide

Section 1: Premeditated murder of a judge during the execution of his duty: *Life*.
Section 2: Premeditated mass murder (spree or serial killing): *30 years - Life*.
Section 3: Premeditated murder: *15 years - Life*.
Section 4: Prolonged abuse or neglect resulting in death: *8 - 40 years*.
Section 5: Manslaughter (unlawful killing with no malicious intent, accidental or incidental death caused while involved in lesser category crimes): *8 - 25 years*.

Code 2: Assault

Section 1: Assault of a judge resulting in actual or grievous bodily harm: *10 - 20 years*.
Section 2: Assault of a citizen resulting in grievous bodily harm: *3 - 12 years*.
Section 3: Assault of a citizen resulting in actual bodily harm: *1 - 8 years*.
Section 4: Torture: *8 - 15 years*.
Section 5: Assault with a deadly weapon: 6 months - *2 years*.
Section 6: Common assault or brawling: 3 months - *2 years*.

Code 3: City Security

Section 1: Treason or espionage: *Life*.
Section 2: Any action likely to lead to city-wide death and destruction: *Life*.
Section 3: Collaboration with a hostile foreign power during wartime: *Execution*.

Code 4: Robbery

Section 1: Armed robbery with violence: *18 years - Life*.
Section 2: Armed robbery: *10 - 30 years*.
Section 3: Hijacking: *8 - 20 years*.
Section 4: Looting: *2 - 10 years*.
Section 5: Tapping (mugging): *5 - 30 years*.
Section 6: Wrecking: *10 - 25 years*.

Code 5: Burglary

Section 1: Burglary: *10 - 20 years*.
Section 2: Breaking and Entering: *8 - 20 years*.
Section 3: Possession of burglar's equipment: *2 - 5 years*.
Section 4: Trespass: *6 months - 3 years*.

Code 6: Theft & Theft-Related Offences

Section 1: Shoplifting: *1 - 15 years*.
Section 2: Dunking (pick-pocketing): *2 - 15 years*.
Section 3: Theft (unless covered by Codes 4 or 5): *2 - 20 years*.
Section 4: Dealing in stolen goods: *6 months - 5 years*.
Section 5: Possession of stolen property: 3 months - *5 years*.

Code 7: Arson

Section 1: Setting fires with intent to cause death: *Life*.
Section 2: Setting fires with intent to damage property: *30 years - Life*.

Code 8: Medical & Scientific

Section 1: Practising medicine without licence: *3 - 15 years*.
Section 2: Illegal experimentation: *10 - 20 years*.
Section 3: Unauthorised possession of controlled biological, chemical or mutagenic substance: *15 years - Life*.
Section 4: Body Sharking: *15 - 30 years*.
Section 5: Organ Legging: *15 - 30 years*.
Section 6: Body-snatching: *Life*.
Section 7: Illegal bionic or cybernetic implants: *3 - 15 years*.
Section 8: Illegal cloning: *5 - 20 years*.

Code 9: Criminal Damage

Section 1: Robot Smashing: *5 - 15 years*.
Section 2: Criminal Damage: *6 months - 8 years*.
Section 3: Vandalism: *3 months - 8 years*.
Section 4: Scrawling: *1 month - 1 year*.

Code 10: Illegal Imprisonment & Abduction

Section 1: Kidnap (abduction with ransom demand): *30 years - Life*.
Section 2: Chump-dumping: *30 years - Life*.
Section 3: Abduction: *15 years - Life*.
Section 4: Illegal imprisonment: *10 - 30 years*.
Section 5: Hostage taking: *10 - 20 years*.
Section 6: Incitement to further kidnapping (paying a ransom): *5 years*.

Code 11: Civic & Financial

Section 1: Bigamy: *1 years per count*.
Section 2: Illegal adoption: *1 years per count*.
Section 3: Gambling: *1 - 5 years*.
Section 4: Tax Evasion: *5,000 credit fine – 8 years*.
Section 5: Blackmail: *2 – 30 years*.

Code 12: Technology

Section 1: Implanting aggression chips into robots: *5 - 20 years*.
Section 2: Illegal possession or trading of war or assassin droids: *3 – 15 years*.
Section 3: Unauthorised construction of weapons of mass destruction: *10 years - Life*.
Section 4: Computer hacking: *3 - 18 years*.

Code 13: Public Order

Section 1: Participating in block war: *15 years - Life*.
Section 2: Rioting: *3 - 15 years*.
Section 3: Agitating or rabble rousing: *1 - 15 years*.
Section 4: Obstruction: *3 months - 2 years*.
Section 5: Unlawful assembly: *3 months - 1 year*.
Section 6: Drunk & disorderly: *compulsory rehabilitation – 2 years*.

Code 14: Public Nuisance

Section 1: Boinging in public: *20 years*.
Section 2: Low level or dangerous sky surfing/bat gliding: *3 months - 20 years*.
Section 3: Peeping: *6 months - 2 years*.
Section 4: Loitering: *6 months - 1 year*.
Section 5: Littering: *100 credit fine or up to 6 months*.
Section 6: Jaywalking: *3 months - 2 years*.
Section 7: Begging: *1 – 12 months*.
Section 8: Intentional wasting of Justice Department time: *3 months – 2 years*.
Section 9: Unintentional wasting of Justice Department time: *1 month – 1 year*.
Section 10: Incitement to crime: *1 – 12 months*.

Code 15: Traffic

Section 1: Driving under the influence of drink or drugs: *5 - 15 years, plus life ban*.
Section 2: Dangerous driving: *2 - 15 years, plus life ban*.
Section 3: Driving while banned: *1 - 5 years*.
Section 4: Speeding, slow driving, lane weaving, light jumping: *5,000 credit fine or up to 2 years, plus ban of 5 – 20 years*.
Section 5: Driving unroadworthy or dangerous vehicle: *1,000 credit fine or up to 2 years*.
Section 6: Parking violation: *1,000 credit fine or up to 30 days*.

Code 16: Psi

Section 1: Knowing or premeditated use of a psionic or psychic ability to cause injury or death: *30 years - Life*.
Section 2: Unauthorised use of psionic or psychic abilities: *5 - 15 years*.
Section 3: Unregistered psionic or psychic abilities: *1 - 5 years*.

Code 17: Employment

Section 1: Employing citizens without a licence: *1 - 15 years*.
Section 2: Breach of health and safety regulations: *1000 credit fine or up to 2 years.*
Section 3: Moonlighting: *10 years per job*.
Section 4: Employing robots in a human-specific task: *5 – 8 years*.
Section 5: Employing humans in a robot-specific task: *5 – 8 years*.

Code 18: Fraud & Forgery

Section 1: Defrauding the Justice Department: *20 years - Life*.
Section 2: Corporate fraud or embezzling: *10 - 30 years*.
Section 3: Trading in fraudulent goods: *5 - 20 years*.
Section 4: Counterfeiting or forgery of legal documents: *8 – 15 years*.
Section 5: Forgery: *5 – 12 years*.
Section 6: Possession of forging equipment: *3 – 9 years*.
Section 7: Knowingly trading or possessing forged items: 2 – 8 years.

Code 19: Impersonation & Deception

Section 1: Jimping (impersonation of a judge) with intent to commit crime: *10 - 20 years*.
Section 2: Jimping for other reasons: *5 – 10 years.*
Section 3: Unauthorised use of an image of a known judge: *1 - 5 years*.
Section 4: Impersonation of a known criminal: *6 months – 2 years*.
Section 5: Unauthorised impersonation of a celebrity or public figure: 3 *months – 1 years*.
Section 6: Unauthorised or prohibited face change surgery: *5 – 10 years*.
Section 7: Unauthorised possession of face change equipment: *3 – 12 years*.

Code 20: Contraband

Section 1: Possession or manufacture of illegal substance with intent to trade: *5 - 30 years*.
Section 2: Possession of illegal substance with intent to use: *1 – 5 years with compulsory rehab.*
Section 3: Smuggling: *8 – 20 years*
Section 4: Illegal or unlicensed firearm: *6 months – 3 years*.
Section 5: Umpty bagging: *5 – 30 years*.
Section 6: Possession or trade of restricted publications: *1 – 8 years*.

Code 21: Genetic Purity

Section 1: Mutant DNA: *Exile into Cursed Earth*.
Section 2: Concealment of mutant: *1 – 5 years (or exile).*

Code 22: Pollution

Section 1: Interfering with operation of Weather control: *20 - 30 years*.
Section 2: Creating atmospheric pollution: *5,000 credit fine or up to 2 years.*
Section 3: Smoking in public: *3 months – 5 years*.
Section 4: Noise annoyance: *2 months – 3 years*.

Code 23: Perverting the Course of Justice

Section 1: Resisting arrest: *5 – 8 years*.
Section 2: Escaping from Justice Department custody or imprisonment: *10 – 20 years.*
Section 3: Perp running (aiding an escape out of Mega-City One): *5 – 30 years*.
Section 4: Perverting the course of Justice: *15 years – Life*.
Section 5: Actual or attempted bribery of a judge: *10 years*.
Section 6: Bribery of a citizen: *2 – 10 years*.
Section 7: Withholding evidence of a crime: *10 – 15 years*.
Section 8: Perjury, lying to a judge or malicious accusation: *3 months – 5 years*.

Code 24: Secondary Offences

Section 1: Attempt to commit any category crime: *25 – 50% of sentence*.
Section 2: Conspiracy to commit any category crime: *20 – 50% of sentence*.
Section 3: Aiding & abetting a known criminal: *3 - 8 years*.
Section 4: Withholding information about any crime: *2 – 15 years*.

Exceptions to Sentencing

- Criminal activity is the result of insanity: *Indefinite psycho-cube observation until mental state is determined.*
- Homicidal or compulsive violent behaviour, psychotic or sociopathic tendencies: *Indefinite psycho-cube incarceration with occasional behavioural modifying brain surgery.*
- Obsessive/compulsive non-violent criminal behaviour (kleptomania, spontaneous confession, 'petty crime' addiction): *Iso-cube incarceration. A citizen completely unable to behave and conform will be sentenced to a compulsory frontal lobotomy.*

Back-Up & Resources

The Justice Department is a huge organisation dedicated to supporting the judges on the streets who must risk their lives each and every day in order to uphold law and order. A judge need never take to the streets on his for he is able to call upon many different divisions within the Justice Department to support him and provide information or aid in any situation which is too much for him to handle.

However, many recent disasters have befallen Mega-City One and the numbers of judges have been decimated. Mega-City One never fully recovered from the devastation of the Apocalypse War and further crises, such as Necropolis and the Zombie War, have dealt further damage and stress upon the beleaguered city. Resources are currently stretched beyond all safe limits and judges are finding it increasingly necessary to resolve situations on their own initiative after having been told that requested Back-up units are currently unavailable.

The use of Back-up units is therefore monitored very closely and whilst a judge in trouble will never be intentionally left alone, it is inevitable that only senior judges and those dealing with major disasters can consistently rely upon support when required. Judges who constantly waste Justice Department resources by calling for Back-up units during non-critical situations are likely to be disciplined.

Calling for Back-Up

Any judge or judge patrol may contact their Sector House and request use and lest one of the Back-up units listed in this chapter. Some are freely available and simply take time to get to the judge, such as a catch wagon, whilst others are reserved only for great emergencies - any judge calling needlessly upon these is likely to get a tongue-lashing from his Sector Chief.

To make a request for a Back-up unit, a judge must make a Back-up check. This is made by rolling 1d20 and adding the judge's character level. If this equals or exceeds the Back-up DC of the unit being requested, the unit will arrive at the judge's location within an amount of time listed under its ETA score.

Only one judge amongst the players may make a request for one Back-up unit - if it is unavailable for him, it will not be around for any other judge who makes the request. A judge may make another Back-up check for the same unit 10 minutes after his first request but be warned - repeated requests are likely to result automatic refusal and disciplinary action when the judge returns to his Sector House. Judges are permitted to make requests for multiple Back-up units at the same time – simply make separate Back-up checks for each.

The Game Master's Prerogative

Some players of other role-playing games may get quite excited by the amount of firepower they have at their disposal – after all, why bother going into that dilapidated ruin to root out the punk gang, when they can simply call upon a Manta Prowl Tank to blast them out?

Judge players should never feel that they are on their own, for help from the Justice Department is always a simple radio message away. On the other hand, they must never come to rely on the Back-up units listed to do all the work for them. To this end, the GM should always make Back-up checks for the players in secret.

This enables him to pace any scenario as he sees fit, denying support when the players are having too easy a time, and automatically granting it if they get into real trouble. At the end of the day, the manpower shortages within the Justice Department are at a critical level in the year 2124, and there is always a crisis happening somewhere in the city, even if it has nothing to do with the players. Such refusals should always be met with a standard 'Back-up units are not available at this time' from Sector House control.

GMs are also free to impose modifiers on Back-up checks whenever they feel it is appropriate and this can be tied into scenarios as a whole. For example, if the judges are just beginning their street patrol, the GM may impose a –4 penalty to all Back-up checks they attempt, in order to reflect a crisis happening elsewhere in the city. However, as the scenario progresses and they uncover the start of a mutant invasion of the city, the GM can increase the modifier to perhaps +4, in order to reflect that the Justice Department stands ready to assist the judges in countering this major threat. Alternatively, certain Back-up units may be placed on standby specifically for the players' use during specific investigations.

The GM maintains control of the availability of Back-up units at all times – never let the players have an easy road trough a scenario, but never let them feel they are lone law enforcers either.

Back-Up Units

There are a whole range of resources a judge on the street may call upon to aid in patrols and investigations. What follows is a list of the more commonly requested Back-up units – an extended list appears in *The Rookie's Guide to the Justice Department*. The abilities and characteristics of the vehicles and judges listed within each Back-up unit can be found later in this chapter.

Catch Wagon

Back-up DC: Auto.
ETA: 1d20 + 10 minutes.
Composition: Pat-Wagon, 2 Street Judges.

In the aftermath of a firefight, catch wagons are often called along with the meat wagons. Each Pat-Wagon patrols the streets, picking up perps cuffed to holding posts by other judges, before transporting them directly to the iso-cubes. Judges assigned to catch wagon duty are often those under disciplinary action, though they stand ready to apprehend any troublesome perp trying to escape from the holding posts in an effort to redeem themselves.

Clean-up Squad

Back-up DC: Auto.
ETA: 2d20 + 20 minutes.
Composition: 1 unarmed Pat-Wagon, 2 Tek-Judges, 4 Servodroids, 1 Demolition Robot.

As part of Tek-Div, the judges in the clean-up squads are highly specialised individuals, trained in all areas of high technology. Their role in the clean-up squad is less than glamorous, though highly necessary, as they are responsible for repairing roads and blocks in the aftermath of vicious firefights, and also for putting a citizen's apartment back in order after judges have performed routine searches.

Emergency Squads

Back-up DC: Auto.
ETA: 2d6 minutes.
Composition: 2d10 Street Judges on Lawmasters 1 Manta Prowl Tank, 1d3 H-Wagons, 1d3 Fire Squads, 1d3 Med Squads.
By calling for emergency squads, a judge guarantees a rapid response from the Justice Department in the event of a major disaster. As a collection of street and specialized judges, emergency squads should, in theory, be capable of handling just about anything that can happen within Mega-City One. However, woe betide the judge on the street who calls upon them needlessly. Unless hundreds or thousands of citizens' lives are in jeopardy, he is likely to face disciplinary action for putting the Justice Department on a high state of alert.

Fire Squad

Back-up DC: 12.
ETA: 2d6 minutes.
Composition: 1 H-Wagon, 2 Street Judges, 2 Servodroids.
Though the majority of firefighting within Mega-City One is performed by citizens attached to the Justice Department, there a small number of judges trained for such duties, stationed on board patrolling H-Wagons that constantly circle the sky, waiting for an emergency call. H-Wagons used by fire squads have their missile launchers replaced with two fire foam jets. By calling upon a fire squad, a judge can be sure that help will arrive promptly in the event of a true emergency.

Fire Team

Back-up DC: 12.
ETA: 1d20 minutes.
Composition: 1 Fire Wagon, 8 Citizen Firefighters, 2 Servodroids.
Attached to the Justice Department, though not judges themselves, the citizen fire teams are far more numerous than the judges' own fire squads. They are stationed within depots throughout a sector and should, in theory, be able to respond to any call within just a few minutes. However, they use modified Pat-Wagons and so can often fall victim to the inevitable Mega-City One traffic.

H-Wagon

Back-Up Backup DC: 16.
ETA: 1d6 minutes.
Composition: 1 H-Wagon, 4 Street Judges.
Stationed both within Sector House hoverports and on constant patrol in the skies above the city, H-Wagons are responsible for both monitoring aerial traffic and forming the second line of defence against attack on the city behind the laser networks on the walls. However, judges on the street are often able to call upon their assistance when heavy firepower is required, or when a perp takes to the air, leaving the Lawmaster-bound judges far behind.

The H-Wagon is an eternal sight in the skies of Mega-City One, monitoring all aerial traffic and responding to emergencies that require both rapid response and heavy firepower. Though lacking the extremely heavy armour and firepower of the Manta Prowl Tank, the various models of H-wagon are designed to fight crime far above the streets of Mega-City One, as well as form an integral part of the city's main defences from attack by foreign powers. Equally adept at attacking flying vehicles or incoming nuclear missiles, the H-wagon forms the bulk of the Justice Department's airborne strength.
Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 15; **Hit Points:** 290; **Speed:** 1,250 (fly); **Weapons:** Twin-linked Hi-Ex Missile Launcher 3d12/20 (Fr, FC +3), three Heavy Lasers 5d10/18 (Bs, FC +2); **Crew:** 3; **Passengers:** 12; **Cargo:** 6 tons.

MAC

Back-up DC: 10 (tek-judge assistance), Auto (self).
ETA: 1d6 minutes (tek-judge assistance), Instant (self).
Composition: -
The Macro-Analysis Computer, or MAC for short, forms the brain of the Justice Department. Its networks and data relays are spread throughout the city and it monitors almost every aspect of the lives of the citizens and the operations of the judges. Its immense files contain the records of every citizen registered in the city and it has ties to both the citizens' own computer network, Barney, and the Spy-in-the-Sky cameras of the PSU. In this way, it can analyse situations in which crimes have been committed, and even predict where the next crime may take place. It also forms a vital information centre for judges on the street - a judge may place a call to a tek-judge and request details on any vehicle, citizen or corporation within the city. Whilst tek-judges are highly skilled in this kind of data retrieval, they are also in high demand and so many judges often access MAC directly through their helmet radios or bike computers in order to find the information themselves quickly. A Computer Use check must be made to access data from MAC, the DC of which is set by the type of information being sought after. Getting MAC to answer an easy question (such as 'what is the current address of citizen Pankhurst?') has a DC of 10. Basic questions (such as 'what is citizen Pankhurst's last known location?') is at DC 15, though really tough questions (such as 'list all possible crimes citizen Pankhurst may have committed in the past ten years and cross reference with alien files') may have a DC of 20 to 30.

Manta Prowl Tank

Back-up DC: 18.
ETA: 2d6 minutes.
Composition: 1 Manta Prowl Tank, 1 Senior Judge, 15 Street Judges, 1 Med-Judge, 1 Tek-Judge, 4 Lawmasters.
Originally intended as a replacement for the Mk IV Pat-wagon, the Manta Prowl Tank has instead come to supplement the older vehicles due to its sheer expense. Equipped with the very latest crime-fighting technology, a judge who calls upon a single Manta can often quell entire riots in one swift move.

Meat Wagon

Back-up DC: Auto.
ETA: 1d20 + 10 minutes.
Composition: 1 Ambulance, 1 Med-Judge, 2 Servodroids.
Constantly doing the rounds of Mega-City One until full and forced to return to the Sector House, the meat wagons are responsible for removing all bodies and other organic matter from any scene of disaster. Bodies are taken to Resyk for recycling, though it is standard procedure to transport them to a Sector House first in order to conduct a variety of medical tests to ensure actual death and potentially uncover fresh evidence missed by judges on the street. The meat wagon is a fully-equipped ambulance and the med-judge on board is fully qualified to administer emergency first aid if any body he is sent to remove proves to be still alive.

Med Squad

Back-up DC: 10 (15 for Rapid Response).
ETA: 3d6 minutes (2d6 minutes for Rapid Response).
Composition: 1 Ambulance (1 unarmed H-Wagon for Rapid Response), 2 Med-Judges, 1 Robodoc.
Crewed by highly skilled med-judges, the med squad responds to medical emergencies for judges and citizens alike. The ambulance is a modified Mk III Pat-Wagon crammed with life saving technologies. If a med squad is called in time to any scene of disaster where judges and citizens have been wounded, they can generally save any life. There are a smaller number of rapid response med squads who utilise the much faster H-Wagon in place of the humble Pat-Wagon, though their use is generally restricted for Justice Department personnel only.

Psi- Judge

Back-up DC: 20.
ETA: 4d6 minutes.
Composition: 1 Psi-Judge on Lawmaster.
A single psi-judge can crack any stalled investigation wide open through the simple use of telepathy and the subtle interrogation of perps. However, they are also a rarity within the ranks of the Justice Department and their use is carefully regulated, with only street-bound psi-judges being given emergency calls put out by street judges.

Riot Squad

Back-up DC: 12.
ETA: 2d6 minutes.
Composition: 1 Pat-Wagon, 8 Street Judges armed with riot foam.
Tensions between citizens run permanently high within Mega-City One and whether it is an illegal parade or a full-blown block war, it is often only the timely intervention of the riot squads that can curb mass disaster. By using a combination of rush tactics and judicious amounts of riot foam, a riot squad is equipped to deal with almost any angry mob.

Senior Judge

Back-up DC: 18.
ETA: 3d6 minutes.
Composition: 1 Senior Judge on Lawmaster
Every judge is a valuable resource to the Justice Department, and too much time and credits have been spent training each and equipping them for the street. There are inevitably times when a street judge patrol find themselves far out of their depth and in such circumstances a senior judge is often called in to take over in the emergency and use his superior skills and experience in order to resolve the crisis.

SJS

Back-up DC: Auto.
ETA: -
Composition: 2-4 SJS Judges.
The judges are charged with ultimate authority and so it has proved imperative to watch over each one carefully, to be sure they do not overstep their sworn bounds. The SJS fulfil this role, being the department who 'judge the judges' in every thought, action and deed. When a judge has been marked for investigation, the SJS readily swoop in and interrogate him thoroughly, determined to root out any element of wrong doing. However, judges should be aware that too many calls to the SJS, or a directed investigation to the wrong senior or higher ranking judge can result in them being examined themselves. . .

Sky Patrol

Back-up DC: 18.
ETA: 2d6 minutes.
Composition: 1d4 Street Judges on Zipper bikes.
Not every sector has a sky patrol (called the Flying Squad in some sectors), as they are a relatively new addition to the ranks of the Justice Department within Mega-City One, though Luna-1 has relied on such units for years. Equipped with the 'Zipper' hovering Lawmaster bike, the sky patrol have all the resources of their street-bound counterparts in terms of weaponry, but have the added benefit of sheer responsive speed and the ability to take to the air when a perp attempts to flee.

Tek Squad

Back-up DC: Auto.
ETA: 2d20 + 10 minutes.
Composition: 1 Pat-Wagon, 4 Tek-Judges, 2 Servodroids.
Tek squads are highly specialized units used, in the main, to study scenes of crime and root out any evidence street judges may have missed. Their principle duties involve forensic and computer-analysis work, though their Pat-Wagon is a fully equipped laboratory, allowing them to tackle almost any technical task with ease. In emergency situations, tek squads will also be responsible for decontaminating irradiated areas and coping with lethal chemical disasters before they reach the bulk of the citizen population.

Wally Squad

Back-up DC: By arrangement with Sector Chief.
ETA: 1d3 + 3 days.
Composition: 1d6 Wally Squad Judges.
The wally squad, a group of undercover judges who adopt the roles of citizens in order to penetrate criminal organizations, are never called upon in emergencies. Instead, their use can only be sanctioned by the Sector Chief, whose judges may request them for specialised operations against known perps. It generally takes 1d3+3 days for an operating undercover wally squad to begin turning up useful information, though their mission can last much longer as they begin to penetrate the criminal underworld. The GM will relate to any judge who asks for the wally squad the success of his request and any information they uncover.

Weather Control

Back-up DC: 16.
ETA: 1d3 minutes.
Composition: -
The entire weather system of Mega-City One is regulated by the Justice Department, utilising huge floating platforms that seed the atmosphere with chemicals to harness both wind and rain. Though the actual type of weather is decided by the citizens through common vote and is usually warm and sunny, the Weather Control System is highly accurate, and judges can request rain, hail and snow to target specific streets and plazas in order to slow down perps and disperse illegal protests.

Justice Department Vehicles & Robots

Ambulance

Based on the same chassis as the Mk III Pat-Wagon, the ambulance has its weaponry and much of its armour removed to make room for specialised medical equipment designed to save the lives of both citizens and judges. This has the added bonus of a slight increase in speed, though the busy streets of Mega-City One often make this a marginal boon. Every ambulance contains the equivalent of 20 medipacks and 2 life support machines.
Size: Huge; **Defence Value:** 6; **Damage Reduction:** 16; **Hit Points:** 225; **Speed:** 250 (wheeled); **Weapons:** None; **Crew:** 2; **Passengers:** 4; **Cargo:** 1 ton.

Fire Wagon

Like the ambulance, the fire wagon is a heavily modified Mk III Pat-Wagon with its armour and weaponry removed to make space for advanced firefighting equipment. The street cannon is replaced with a high-pressure fire foam jet capable of quenching vehicle fires and when combined with other fire trucks, can even tame raging block infernos. Generally crewed by civilian firefighters, some of the poorer sectors also feature judge fire squads within these Pat-Wagons.
Size: Huge; **Defence Value:** 6; **Damage Reduction:** 16; **Hit Points:** 225; **Speed:** 250 (wheeled); **Weapons:** Fire Foam Jet (Tt); **Crew:** 2; **Passengers:** 4; **Cargo:** 1 ton.

H-Wagon

The H-Wagon is an eternal sight in the skies of Mega-City One, monitoring all aerial traffic and responding to emergencies that require heavy firepower. Too large to patrol the streets themselves, the H-Wagon is a highly agile vehicle that can handle attacking hovercraft and the worst weather of the Cursed Earth with ease.
Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 15; **Hit Points:** 290; **Speed:** 1,250 (fly); **Weapons:** Twin-linked Hi-Ex Missile Launcher 3d12/20 (Fr, FC +3), three Heavy Lasers 5d10/18 (Bs, FC +2); **Crew:** 3; **Passengers:** 12; **Cargo:** 6 tons.

Manta Prowl Tank

The Manta Prowl Tank was the Justice Department's answer to a growing crime wave. Often regarded as a mobile floating fortress of anti-crime measure Manta can strike fear into the heart of the most desperate perp and is fully capable of dealing with entire riots by itself. Capable of great speed, this anti-grav tank features a Peterson High Intensity Laser Cannon, with adjustable wide beam mode, stumm gas dispensers and riot foam jets as its primary armament, allowing it to tackle anything from an angry citizen mob to the most heavily-armoured vehicle a perp can field. In addition, the Manta is also armed with two twin-linked fast-action anti-personnel lasers and can be further modified with heavier weaponry as the situation demands, potentially making it the equal of any battle tank in terms of firepower. On-board holding cells can imprison up to thirty perps. Two pilots control its great bulk with an exceptional agility, whilst four street judges constantly monitor the on-board scanners for any sign of local crime, ready to take the Law to perps outside upon Lawmasters also stored within the Manta's forward bay. There are compartments that allow the on-board tek- and med-judges to function effectively, whilst more street judges monitor the holding cells, communications and weapon systems of the tank, while overall command is given to a senior judge. With such capability built into one heavily armoured hull, the Manta Prowl Tank is an outward symbol of the judge's absolute authority within Mega-City One.
Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 20; **Hit Points:** 450; **Speed:** 300 (grav); **Weapons:** Peterson High Intensity Laser Cannon 4d12/20 (Tt, FC +3), 4 Stumm Gas Dispensers (Ft, Lt, Rt, Rr), 2 Riot Foam Jets (Ft); **Crew: 18**: **Passengers:** 30; **Cargo:** 8 tons.

Mk III Pat-Wagon

After the Lawmaster, the Mk III Pat-Wagon is the most commonly sighted Justice Department vehicle seen on the streets of Mega-City One. Designed to be flexible enough to bring the Law to citizen riots and armoured perps, as well as fulfil the grunt work of catch and meat wagon teams, the Mk III Pat-Wagon is well respected amongst the judges for being able to take just about any punishment the streets can give. The turret-mounted street cannon is a specialised variant of the bike cannon found on Lawmasters, and is capable of firing a variety of ammunition, such as flare, gas and solid rounds. The Mk IV Pat-Wagon, an anti-grav version of the Mk III, is also common in many sectors and grants freedom to pursue perps over rougher ground than its predecessor. The Mk IV has space for only 1 ton of cargo and 8 passengers, due to the increased size of its power plant.
Size: Huge; **Defence Value:** 6; **Damage Reduction:** 18; **Hit Points:** 225; **Speed:** 225 (wheeled); **Weapons:** Twin-linked Street Cannon 2d10/8 (Tt, FC +2); **Crew:** 2: **Passengers:** 10; **Cargo:** 2 tons.

Spy-in-the-Sky Camera

The thousands of Spy-in-the-Sky cameras spread throughout the city form the core of the Public Surveillance Unit's arsenal of equipment used to monitor the citizens and judges as they go about their daily lives. Small and discreet, the Spy-in-the-Sky is a very small robot equipped with a strong anti-gravitic power plant and powerful telescopic lens which it uses to relay visual information back to PSU when deployed to monitor known and suspected perps.

Tiny Robot
Hit Dice: 1d12 (6 hp).
Initiative: +2 (Dex).
Speed: 40 ft. fly.
DV: 14.
Damage Reduction: 6.
Attacks: Slam -1 melee.
Damage: Slam 1d4-1/0.
Face/Reach: 2½ ft. by 2½ ft./2½ ft.
Abilities: Str 8, Dex 14.
Software Capacity: 32.
Software Packages: Hide +8, Move Silently +6, Search +10, Spot +10.

Zipper Bike

Developed for use in the low gravity environment of Luna- 1, the 'Zipper' Lawmaster hover-bike has made increasing appearances above the streets of Mega-City One as part of the newly commissioned sky patrols. The Zipper is heavily based on the chassis of the original Lawmaster and retains the trusted Cyclops and bike cannon armament, though the Notron power plant is replaced with a super-charged Teka-Tek anti-grav drive that can propel this bike through the air at far superior speeds to the Mk 111 Lawmaster.
Size: Large; **Defence Value:** 12; **Damage Reduction:** 15; **Hit Points:** 20; **Speed:** 450 (fly, bike); **Weapons:** Twin-linked Bike Cannon 2d10/8 (Bs), Cyclops Laser Cannon 4d10/20 (Bs); **Crew:** 1 ; **Passengers:** 1 ; **Cargo:** 50 lb.; **Bike Computer Software Capacity:** 8.; **Software Packages:** Pilot +2; **Special:** Includes automatic target acquisition system, autopilot and fire control system + 1.

Equipment of the Justice Department

Whilst the standard issue equipment of every judge on the street is detailed in **Chapter 4: Equipment**, the Justice Department has access to a great many more specialized items and weapons that enable the judges to far more effectively combat crime on the streets of Mega-City One.

Advanced Medipack

The medipacks carried by med-judges are far superior to those issued to street judges. Each contains the equivalent uses of four standard Justice Department medipacks, as well as a mediscanner connected directly to MAC'S medical databases. The use of the mediscanner will allow a med-judge to automatically diagnose any known diseases (listed in **Chapter 10: A Tour of Mega-City One**) or poison after
one minute's inspection of a subject, dead or alive. In addition, the mediscanner will also allow a med-judge to analyse any unknown disease or poison. Such analysis will take one hour with a subject and a Medical check (DC 20). Success will yield the properties of the disease or poison, such as its incubation period, method of contagion, damage caused, etc. . .

Anti-Personnel Laser Cannon

The anti-personnel laser cannon found on Justice Department vehicles is a large and fearsome-looking weapon designed to intimidate the most determined perps but is in fact underpowered when compared to similar weapons. Instead, this weapon's large energy reserves are channelled into sustained volleys of laser beams designed to pacify large mobs of rioting citizens. Its effect on the human body, however, is still quite lethal and so judges tend to regard the anti-personnel laser cannon as a weapon of last resort, when all other attempts at pacification have failed.

Cyclops Laser Cannon

Though famous for its mounting upon the Lawmaster bike, many other Justice Department vehicles also sport the high-powered Cyclops Laser Cannon for it is a truly versatile weapon. Given a much greater power plant to draw upon, such as that found within H-Wagons, the laser cannon can operate continuously, without the need for a lengthy recharge time after each shot.

Fire Foam Jet
Using the same fire retardant chemicals as the fire foam canister, the jets mounted on the fire fighting vehicles of the Justice Department are capable of instantly putting out all fires of huge size or smaller within their area of effect. The fire foam jet fires its chemicals in a 60 foot long cone.

Judge Hound
All SJS judges carry the feared judge hound, a hand-held device that can track the ident chip contained in any judge's belt up to a range of 25 miles. If the ident chip is removed or lost, the judge hound can be recalibrated with a Technical check (DC 15) to home in on the judge's helmet radio transmissions.

Micro Forensics Lab
The micro forensics lab carried by all tek-judges is a hand-held device used to collect and store samples. Any substance of up to six inches in length may be placed within and analysed with a successful Technical check (DC 15-30, depending on the rarity of the substance). This analysis will inform the judge within one minute of the substance's properties and the potential danger it poses to humans. Up to three substance samples may be safely stored within the micro forensics lab, where they will be kept uncontaminated from the outside world until they are transported back to a Sector House for a more complex analysis.

High Intensity Laser Cannon
The primary armament of the Manta Prowl Tank, the Peterson was originally designed for use on space craft and orbital weapons platforms. On the streets, it has no equal and allows the Manta to tackle any enemy on an even footing. The model used in the Prowl Tank has an optional wide beam mode that, like the supporting anti-personnel laser cannon, can be used to target large numbers of packed targets simultaneously. When used in the wide beam mode, the Peterson will automatically hit all targets within a 100 foot long cone.

Riot Foam
Used primarily by riot squads, riot foam is carried in large, pressurised containers slung across a judge's back. A high-powered nozzle is carried like a rifle from which a judge may spray several perps simultaneously. Riot foam solidifies on contact with air, holding any subject completely immobile and unable to take any action until freed with the use of specialized riot foam cutters carried in every Pat and H-Wagon. Though immensely strong, riot foam remains porous, allowing those held within to breathe freely. Any subject within the riot foam's area of effect will be automatically held immobile, though it is possible to break free with a Strength check at DC 30.

Riot Foam Jet
A far more efficient way of dispensing riot foam, the jets mounted on the larger Justice Department vehicles allow the judges to immobilise a large number of perps at once without causing any permanent harm. The riot foam jet will automatically effect all targets within its 60 foot long cone.

Scanalyser
Tek-judges all possess a modified Mk II helmet which incorporates a scanalyser as an eye-piece. The scanalyser is connected to MAC's technical databases and contains a selectable analysis filter as well as a drop-down information display to provide the tek-judge with all the information he needs when working on any technical project. The scanalyser grants a +2 competence bonus to any Technical check a tek-judge makes, as he can readily call related information to its display. In addition, the scanalyser can also function as a micro forensics lab to analyse substances. While using the scanalyser in this way only takes 1d3 rounds, as opposed to the micro forensics lab's minute, all Technical checks made to perform this function are made at a -10 circumstance penalty as the scanalyser is not as efficient at collecting such information. As well as these two major functions, the scanalyser also has the benefit of allowing the tek-judge to almost instantly gain any information he requires on the technical specifications of any vehicle, robot, weapon or equipment known in Mega-City One.

SJS Helmet Radio
All Mk II helmets used by SJS judges contain a special chip that allows them to tune into reserved SJS frequencies, kept far apart from those channels used by other judges. Standard issue helmets are deliberately designed to be unable to tune into these frequencies, allowing the SJS to conduct investigations without subjects ever knowing they are taking place.

Street Cannon
One of the oldest weapons within the Justice Department, the street cannon has found uses on many different vehicles and, aside from a few modifications to its ammunition feed has changed little throughout the years. The bike cannon found on the Lawmaster is a cut-down derivative of the street cannon that demonstrates how truly versatile this weapon is. The larger street cannon found on other vehicles have selectable ammunition feeds, permitting them to switch between solid, flare and Stumm gas rounds at the desire of the user. The flare round will illuminate a circular area of 90 feet and last for 1 minute. The Stumm gas round acts in the same way as a Stumm gas grenade (see **Chapter 4: Equipment**) though with obviously greater range.

Stumm Gas Dispenser

Similar in design to the riot foam jet, the Stumm gas dispenser found on larger Justice Department vehicles permits the judges to pacify incredible numbers of rioting citizens in a short period of time. The Stumm gas dispenser fires in a 60 foot cone, with all living creatures within this area being affected as if by a Stumm gas grenade (see **Chapter 4: Equipment**).

Table 8-3: Justice Department Special Equipment

Item	Weight
Advanced Medipack	4 lb.
Judge Hound	1 lb.
Micro Forensics Lab	6 lb.
Scanalyser	1 lb.
SJS Helmet Radio	-

Table 8-4: Justice Department Special Weapons

Weapon	Dmg	AP	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Weight	Type
Anti-Personnel Laser Cannon	4d8	14	-	18-20/x2	3/6	-	200 ft.	250 lb.	Energy
Cyclops Laser Cannon	4d10	20	-	18-20/x2	1	-	400 ft.	90 lb.	Energy
Fire Foam Jet	-	-	60 ft. cone	-	1	30	60 ft. max.	125 lb.	-
Peterson High Intensity Laser Cannon	4d12	20	-	18-20/x2	1	-	500 ft.	1,250 lb.	Energy
Wide Beam Mode	2d8	12	100 ft. cone	-	1	-	100 ft. max.	-	Energy
Riot Foam	-	-	10 ft.	-	1	10	100 ft.	14 lb.	-
Riot Foam Jet	-	-	60 ft. cone	x2	1	30	60 ft. max	125 lb.	-
Street Cannon	2d10	8	-	x2	6	60	300 ft.	45 lb.	Projectile
Flare Round	1d6	0	-	-	1	10	300 ft.	-	Bludgeoning
Stumm Gas Round	-	-	30 ft.	-	1	10	300 ft.	-	Gas
Stumm Gas Dispenser	-	-	60 ft. cone	-	-	30	60 ft. max	125 lb.	Gas

Disciplinary Action

Despite the assurances of the Justice Department's Public Relations Unit, judges are only human and very few will go through their careers without some form of disciplinary action staining their records. Each judge is expected to be the perfect embodiment of a hard but fair judicial system, but they risk their lives every day patrolling the streets, ensuring the safety of a citizen population who, by and large, are ungrateful. When a judge turns bad, if only for a brief moment, it is of great concern to the Justice Department and disciplinary action tends to be both harsh and swift.

Whilst judges have the benefit of a fifteen year long training program, players do not and so it is somewhat inevitable that minor transgressions of the law will occur throughout the game. However, it has also been made abundantly clear throughout this chapter as to just what being a judge truly entails and so players should make special efforts in order to curb more excessive behaviour - if you want to go around Mega-City One blasting everything in sight, play a citizen!

When a player in control of a judge performs an action that is contrary to the nature of judges and the Justice Department, the GM should warn the player of the consequences of his actions. He may get away with nefarious behaviour for a while but, sooner or later, the Justice Department *will* find out what he is doing. It may even be another player character judge who informs the SJS or the Sector Chief of his activities When a player character is caught by the Justice Department performing actions that are unbecoming of a judge, the GM has four options of disciplinary action that he can impose upon the player, each depending on the severity of his transgressions.

Penal Colony of Titan

This is the dread sentence every judge fears. With a minimum sentence of twenty years, criminal judges are sent to the penal colony on the moon of Titan to serve an agonising term of hard labour. Humans cannot breathe the thin, almost non-existent, atmosphere of Titan, and so prisoners are biologically modified to function in this harsh, cold environment. Upon completing their sentence, prisoners are returned to earth, where they are carefully watched by the Justice Department as they try to adapt to becoming normal citizens and leave behind their shattered lives. Servitude on Titan is generally reserved only for the most heinous of crimes ~ treason, mass murder and murder of a fellow judge. Any player character judge sent to Titan can generally be assumed to have been removed from the campaign.

Cursed Earth Penal Work Camps

With a minimum sentence of ten years, it is a belief in the higher circles of the Justice Department that imprisonment within a Cursed Earth penal camp is somewhat less harsh than Titan, though prisoners may not be so sure. Frequent rad-storms and raids by mutant gangs can often end a prisoner's life brutally and the hard labour forced upon them claims still more. Upon returning to Mega-City One, prisoners are vetted by the Justice Department to ensure they have picked up no Cursed Earth infections or mutations and then left to fend for themselves as ordinary citizens. Imprisonment within the penal camps is usually reserved for blatant transgressions of the Law - accepting bribes, torturing citizens and embezzling Justice Department funds can all earn a judge a place in the Cursed Earth, As with servitude on Titan, any player character judge assigned to a penal camp may be assumed to have been removed from the campaign.

Discharged

Judges not convicted of actual crimes may still be discharged from the Justice Department. This is usually the course of action taken for judges who flagrantly disobey regulations, such as having a love affair with a citizen or fellow judge, or who simply fail to make the grade as a worthy judge despite their years of training. Such judges, whilst no longer permitted to take the Law to the streets, are often offered auxiliary positions within the PSU or as aides to Sector Chiefs, though some opt to leave the Justice Department altogether and adopt the life of a citizen. In very rare cases, a judge with a previously exemplary record may not be discharged and instead reprimanded. Any judge discharged from the Justice Department may be assumed to have been removed from the game unless *every* player character judge is simultaneously discharged for gross negligence.

Reprimand

The Justice Department cannot afford to waste its scant resources and those that go to train and equip a single judge are considerable. If a judge is deemed to be redeemable, despite operating below the level expected of him, reprimands are likely to be used to set him back on track. This usually entails a severe tongue-lashing from the Sector Chief, possible SJS investigations and a slowing down of the judge's progression through the ranks of the Justice Department. Judges who constantly place the wrong sentences on perps, misuse Justice Department equipment or needlessly call upon valued back-up units are those likely to face a reprimand. A reprimand takes the form of an experience point penalty imposed by the GM, usually in the order of 200-400 experience points, though continued or major transgressions may warrant a penalty of up to 1,000 experience points, as the GM sees fit. This deduction may not reduce a judge below his current character level, but the GM is within his rights to withhold surplus penalties until another set of experience points are awarded.

Specialist Judges

There are many specialist divisions within the organisation of the Justice Department. Med-Div is responsible for all medical care and concerns for all judges and Mega-City One as a whole, whilst Tek-Div constantly refines the technological resources of the Justice Department, as well as providing forensic support for judges on the street. The Special Judicial Squad governs the activities of all judges on the force, whilst the Wally Squad operate deep undercover, infiltrating criminal organisations and exposing them from the inside.

The judges in these departments are highly motivated individuals, but any street judge displaying the right aptitude may receive special training in order to train them. Though the vast majority of these specialist judges work strictly within their own departments on specific missions, a small number also join regular street patrols where their unique skills and talents can often be put to good use, negating the need for their fellow judges to put in repeated calls for Back-up units. However, GMs may like to encourage their players to all adopt the same prestige class for their characters in order to take part in special scenarios he has prepared ~ some very exciting investigations may lie in wait for players who all choose to be SJS or Wally Squad judges.

Any street judge may choose to become a specialist judge by taking one of the prestige classes detailed below, provided he meets the prerequisites. However, a street judge may only ever take one prestige class as a specialist judge - once he has chosen his field of expertise, he may not change departments as he pleases. By taking one of these prestige classes, the street judge effectively becomes a multi-classed character, as detailed in *The Player's Handbook*.

Psi-judges may never take one of the prestige classes detailed, as they are already considered to be specialist judges. However, a few psi-judges do concentrate on certain areas of their psi-talent - a full range of prestige classes available to psi judges is presented in *The Rookie's Guide to Psi-Talent.* It should also be noted here that street judges may never multiclass into psi-judge, or vice versa.

The Med-Judge

Though trained to be compassionate, med-judges soon become hardened to the realities of Mega-City One, injured to the terrors the citizens can inflict upon themselves and the street judges. The majority of med-judges can be found within ambulance Back-up squads or toiling away within the hospitals of the Sector House across the city, working to heal street judges in order to get them back onto the streets as quickly as possible. Senior med-judges are able to specialise further within Med-div, researching cures to diseases, terminal radiation and lethally concocted poisons. Within a street patrol, the med-judge is the best ally any of his colleagues may have -his specialised skills can often mean the difference between life and death to a seriously injured street judge wounded in the line of duty.

Hit Die: d10.

Requirements

To qualify to become a med-judge, a street judge must fulfil all the following criteria:
Skills: Computer Use: 4 ranks, Medical: 8 ranks, Technical: 4 ranks.
Feats: Skill Focus (medical).

Class Skills

The med-judge's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Drive (Dex), Jump (Str), Knowledge (law) (Int), Listen (Wis), Medical (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str) & Technical (Int).
Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the med-judge prestige class:
Specialist Equipment: In addition to a new uniform, med-judges are also given an advanced medipack to supplement their standard issue equipment.
Improved Healing: Med-judges are adept at using a medipack to its full potential. When performing first aid, the med-judge will heal an additional amount of hit points equal to his class level.
Bonus Feat: Though highly specialised, med-judges still retain a degree of the ability of their street-based counterparts, undergoing constant revision and refresher courses throughout their careers. At 2nd, 6th and 10th level, the med-judge receives a bonus General or Judge feat of his choice from **Table 3-1: Feats**, in addition to feats gained every three levels as normal.
Improvised Care: Even without the aid of a medipack, a med-judge can stabilise others and carry out other medical actions. At 2nd level, the med-judge no longer suffers the usual -4 penalty when attempting to stabilize another character without the use of a medipack. Additionally, he may also carry out any other Medical check at twice the listed DC in **Chapter 2: Skills** if it is not normally possible without a medipack.
Improved Response: The med-judge is considered an expert at assessing medical situations on the street and his opinion is given much weight in the Sector House. At 3'" level and beyond, the med-judge need no longer make a Back-up check when calling for any kind of Med Squad. He may use this class feature a number of times a day as indicated on the table above.
Alien Anatomy: At 5th level, the med-judge gains the Alien Anatomy feat. If the med-judge already has this feat, he gains a permanent +2 competence bonus to all Medical checks made involving alien races.
Discern Wounds: At 7th level, the med-judge can assess the condition of a wounded judge or perp merely by looking at them, such is his affinity for the pain of others. A successful Medical check at DC 20 will allow him to identify the seriousness of any injury. Use the following system for diagnosis; less than 10% hit points left - critically wounded; between 10% and 25% hit points left - severely wounded; between 25% and 50% of hit points left - seriously wounded; between 50% and 75% hit points left - lightly wounded; over 75% hit points left - minor wound.
Vital Strike: At 10th level, the med-judge's superb knowledge of humanoid anatomy allows him to strike at vital locations. In both melee and ranged combat against living humanoids, the med-judge may add +1 to the threat range of the weapon he is using. This bonus is cumulative to that granted by the Improved Critical feat.

Table 8-5: The Med-Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Improved Healing
2	+1	+3	+3	+3	Bonus Feat, Improvised Care
3	+2	+3	+3	+3	Improvised Response 1/day
4	+3	+4	+4	+4	
5	+3	+4	+4	+4	Alien Anatomy
6	+4	+5	+5	+5	Bonus Feat, Improvised Response 2/day
7	+5	+5	+5	+5	Discern Wounds
8	+6/+1	+6	+6	+6	
9	+6/+1	+6	+6	+6	Improvised Response 3/day
10	+7/+2	+7	+7	+7	Bonus Feat, Vital Strike

The Tek-Judge

As part of one of the largest divisions of the Justice Department outside of Street-Div, the tek-judge has the opportunity to pursue his technical training to almost any end. Most tek-judges start in the vehicle bays and armouries of Sector Houses, where they spend their days simply repairing equipment, though a few of the luckier ones are assigned to join street patrols where their unique skills can prove beneficial to many investigations of technologically advanced crimes. As they move through the ranks of Tek-Div, these judges may find themselves performing many technical functions, such as engaging in forensic duties, liasing with med- and psi-judges in combined operations, designing experimental equipment or servicing Mega-City One's atomic arsenal.
Hit Die: d10.

Requirements

To qualify to become a tek-judge, a street judge must fulfil all the following criteria:
Skills: Computer Use: 8 ranks, Knowledge (astrophysics or engineering): 3 ranks, Technical: 8 ranks.
Feats: Data Access, Skill Focus (computer use), Skill Focus (technical).

Class Skills

The tek-judge's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Drive (Dex), Jump (Str), Knowledge (astrophysics) (Int), Knowledge (engineering) (Int), Knowledge (law) (Int), Listen (Wis), Pilot (Dex), Search (Int), Spot (Wis), Swim (Str) & Technical (Int).
Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the tek-judge prestige class:
Specialist Equipment: In addition to a new uniform, tek-judges are also given a micro forensics scanalyser to supplement their standard issue equipment.
Jury-Rigging: Tek-judges are skilled at making use of whatever tools and equipment are to be found, even if they are not completely suitable for the job at hand. The tek-judge may always attempt a Technical check even if he does not possess the appropriate set of tools. However, the DC for such checks will be doubled.
Modify Equipment: A tek-judge will always find it hard to resist tinkering with any equipment left lying around and is often afforded a great deal of latitude by the Justice Department to pursue his own technical ideas. A tek-judge can modify his standard issue equipment to work even more effectively than normal. Every time this feature is gained choose one of the following items of equipment to be modified: birdie lie detector, override card or pollution meter. From this point on, the tek-judge gains a +1 competence bonus to any check made when using this item.
Bonus Feat: Though highly specialised, tek-judges still retain a degree of the ability of their street-based counterparts, undergoing constant revision and refresher courses throughout their careers. At 2nd, 6th and 10th level, the tek-judge receives a bonus General or Judge feat of his choice from **Table 3-1: Feats**, in addition to feats gained every three levels as normal.
Improve Arms & Armour: Through Justice Department-approved tinkering, the tek-judge can make small modifications to his uniform and Lawgiver at 3rd and 6th level. The tek-judge should choose either his body suit uniform or Lawgiver for modification the first time this feature is gained. The Lawgiver will gain a +1 bonus to all attack rolls, whilst the uniform will gain an extra point of Damage Reduction. When this feature is gained for the second time, this bonus is applied to whichever piece of equipment was not upgraded before.
Tech Knowledge: From 4th level onwards, the tek-judge player makes any Computer Use or Technical check himself, rather than having the GM do it for him. He intuitively knows whether he has succeeded in his attempted task or not.
Improved Damage: Through his constant exposure to droids and machinery, the tek-judge knows exactly where to strike in order to cause the greatest amount of damage possible. At 7th level, the tek-judge may add his class level to any damage he causes to robots, vehicles or machinery.
Use Alien Equipment: Thoroughly trained in the identification and use of alien equipment, a 9th level tek-judge suffers no penalties to Technical checks when using alien equipment.
Experimental Equipment: High-ranking tek-judges are often trusted with carrying out vital field experiments on potential future issue Justice Department equipment. Examples of such equipment could include an improved Lawmaster, assault Lawrod, new armour, etc. . . The player and GM are encouraged to work out a new piece of experimental equipment for the tek-judge to try out in every scenario. *The Rookie*'s *Guide to the Justice Department* greatly expands on the range of equipment available to judges.

Table 8-6: The Tek-Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Jury Rigging, Modify Equipment
2	+1	+3	+3	+3	Bonus Feat
3	+2	+3	+3	+3	Improve Arms & Armour
4	+3	+4	+4	+4	Tech Knowledge
5	+3	+4	+4	+4	Modify Equipment
6	+4	+5	+5	+5	Bonus Feat, Improve Arms & Armour
7	+5	+5	+5	+5	Improved Damage
8	+6/+1	+6	+6	+6	Modify Equipment
9	+6/+1	+6	+6	+6	Use Alien Equipment
10	+7/+2	+7	+7	+7	Bonus Feat, Experimental Equipment

The SJS Judge

The Special Judicial Squad is a semi-independent organisation within the Justice Department, responsible for monitoring the behaviour of all judges within Mega-City One. Routinely, the SJS handles all complaints made against specific judges, making recommendations to Sector Chiefs for disciplinary proceedings. However, the SJS's fearful reputation comes from the power they have at their disposal when investigating a fellow judge for corruption and murder - their authority is absolute and their jurisdiction all-encompassing. Even senior judges are not immune to investigation, interrogation and arrest at the hands of the SJS if they prove wanting. The SJS usually operates as small self-contained squads of judges charged with specific investigations, though they have been known to assign undercover SJS judges within regular street patrols in order to monitor the behaviour of judges going about their normal duties.
Hit Die: d12.

Requirements

To qualify to become an SJS judge, a street judge must fulfil all the following criteria:
Base Attack Bonus: +9.
Skills: Intimidate: 12 ranks, Knowledge (law): 12 ranks.

Class Skills

The SJS judge's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Technical (Int).
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the SJS judge prestige class:
Specialist Equipment: In addition to a new uniform, SJS judges are also given a judge hound and SJS helmet radio to supplement their standard issue equipment. They also exchange their daysticks for an electro-prod (see **Chapter 4: Equipment**). However, given the nature of their work, they are usually 'disguised' in ordinary street judge uniforms while on duty.
SJS Override: At 1st level, an SJS judge is granted the privilege of using the most advanced override card available to the Justice Department, allowing him to easily gain access to lock-ups and hideouts used by corrupt judges. This card grants a +5 competence bonus to any Technical check made to access entrance ways and doors, rather than the usual +2.
Menacing Presence: The SJS judge gains the Menacing Presence feat at 2nd level even if he does not have the required Charisma score. No additional benefit is gained if the SJS judge already has this feat.
Bonus Feat: It has long been understood that SJS judges must be maintained at the peak of their training if they are to be capable of arresting corrupt colleagues. With this in mind, all SJS judges are required, as a matter of course, to attend constant revision and refresher courses throughout their careers. At 3rd, 6th and 9'" level, the SJS judge receives a bonus General or Judge feat of his choice from **Table 3-1: Feats**, in addition to feats gained every three levels as normal.
Thorough Search: Highly trained at rooting out incriminating evidence, at 4th level the SJS judge adds a competence bonus equal to his class level whenever making a Search check.
Improved Interrogation: The SJS judge gains the Improved Interrogation feat at 5th level even if he does not have the required Charisma score. No additional benefit is gained if the SJS judge already has this feat.
Detect Lie: SJS judges are adept at sifting lies when questioning perps and corrupt judges alike. When using his birdie lie detector, a 7th level SJS judge gains a +15 bonus to his Sense Motive check rather than the usual +10.
Access Files: The SJS have jurisdiction throughout the Justice Department. Given time, an 8th level SJS judge can demand access to any information within MAC and the Justice Department computer systems, no matter how sensitive or secretive it is. The GM will dispense such information as it is required.
Aura of Unease: At 10th level, the reputation of the SJS judge precedes him, and his mere presence is able to unsettle even other judges. Any citizen or judge not within the SJS suffers a -2 unease penalty to any skill checks he is required to make when within 10 feet of the SJS judge. This penalty also applies to any attack rolls made against the SJS judge. A character with the Iron Will feat is immune to this effect.

Table 8-7: The SJS Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	SJS Override
2	+2	+3	+3	+3	Menacing Presence
3	+3	+3	+3	+3	Bonus Feat
4	+4	+4	+4	+4	Thorough Search
5	+5	+4	+4	+4	Improved Interrogation
6	+6/+1	+5	+5	+5	Bonus Feat
7	+7/+2	+5	+5	+5	Detect Lie
8	+8/+3	+6	+6	+6	Access Files
9	+9/+4	+6	+6	+6	Bonus Feat
10	+10/+5	+7	+7	+7	Aura of Unease

The Wally Squad Judge

The wally squad judges are often treated with derision by those from Street Division, but their undercover operations to infiltrate the largest criminal organisations within Mega-City One have proved vital to keeping law and order. To become a judge in the wally squad is to leave behind much of the training of the Academy of Law and few have the aptitude necessary to adjust.

A wally squad judge becomes, to all intents and purposes, a citizen and his old colleagues often notice a great shift in attitude towards the application of the Law. It has been known for wally squad judges to sink too far into their cover identity and 'turn native,' sometimes escaping from the Justice Department completely to take over and run the criminal organisations they were sent to destroy. Wally squad judges are never deployed as part of ordinary street patrols.
Hit Die: d8.

Requirements

To qualify to become a wally squad judge, a street judge must fulfil all the following criteria:
Skills: Bluff: 9 ranks, Sense Motive: 9 ranks, Knowledge (sector): 5 ranks Streetwise: 8 ranks.
Feats: Iron Will, Sector Knowledge.

Class Skills

Due to their training to lead the life of a citizen or perp, all skills are considered class skills for the wally squad judge.
Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the wally squad judge prestige class:
Specialist Equipment: Wally squad judges have complete access to the weapons, equipment and vehicles in **Chapter 4: Equipment** and **Chapter 6: Vehicles & Robots**. Request are made to their Sector Chief for such items and 'splash' credits, which are granted on a case-by-case basis, dependant on the investigation they are currently working on.
Prior Life: The wally squad judge is given a new identity and background by the Justice Department, including a monthly allowance of 1,000 credits and an apartment in a suitable city block. He also chooses a Prior Life from those available to citizens in **Chapter 1: Characters in Mega-City One**. The Juve, Rogue Psyker and Wall Hopper may not be selected.
Restricted Information: To safeguard the cover of wally squad judges operating in the field any information relating to the judge may only be accessed by the Chief Judge, the head of the Wally Squad the Sector Chief or the head of the SJS.
Bonus Feat: The judges of the Wally Squad take on some of the most dangerous assignments any within the Justice Department may expect to be given. Their training is therefore paramount and few wally squad judges are willing to risk their lives for lack of expertise and skill. At 2nd, 6th and 10th level, the wally squad judge receives a bonus General or Judge feat of his choice from **Table 3-1: Feats**, in addition to feats gained every three levels as normal.
Connections: At 3rd, 5th, 7th and 9th level, the wally squad judge will gain a bonus Nark feat. However, the wally squad judge's contact will believe him to be another perp, rather than a judge. If the wally squad judge's cover is ever blown, the contact is automatically lost, though another will be gained when he goes back undercover. Another contact is gained every time the wally squad judge gains this class feature.
Fool Detection: The wally squad judge will often find himself in a position where he must successfully bluff and lie to fellow judges. The wally squad judge immediately receives the Fool Birdie feat and cannot be affected by another judge's Intuit Perp or Menacing Presence feat. When this class feature is gained for the second time, the wally squad judge will gain a +4 competence bonus to all Bluff checks made against other judges, as he will know exactly what to say in order to alleviate their suspicions.

Table 8-8: The Wally Squad Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Prior Life, Restricted Information
2	+1	+3	+3	+3	Bonus Feat
3	+2	+3	+3	+3	Connections
4	+3	+4	+4	+4	Fool Detection
5	+3	+4	+4	+4	Connections
6	+4	+5	+5	+5	Bonus Feat
7	+5	+5	+5	+5	Connections
8	+6/+1	+6	+6	+6	Fool Detection
9	+6/+1	+6	+6	+6	Connections
10	+7/+2	+7	+7	+7	Bonus Feat

Sample Justice Department Characters

Whether it is to provide a nemesis for a citizen-based campaign, or if a Back-up unit needs to be detailed in a hurry, the following Justice Department personnel are provided for GMs to avoid the need of constantly creating new characters in the middle of a game. GMs are also welcome to use these characters as a base for their own judges, altering levels, feats and skills to come up with some truly unique and memorable personalities.

Citizen Firefighter

Citizen 2; HD 2d6+4 (13); Init +1 (+1 Dex); Spd 30 ft.; DV 11 (+1 Reflex); Attack 1-4 melee, or +2 ranged; Fort +2, Ref +1, Will +O; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 14.
Skills & Feats: Balance +*5,* Climb +S, Concentration +7, Drive +5, Jump +8, Listen +6, Medical +5, Search +4, Streetwise +4, Spot +7; Alertness, Endurance.

Med-Judge

Street Judge 5/Med 2; HD 5d12 + 2d10 +14 (63); Init +1 (+1 Dex); Spd 30 ft.; DV 18 (+8 Reflex); DR 6/ER 4 (Uniform); Attack +7/+2 melee, or +9/+4 ranged; Fort +9, Ref +8, Will +8; Str 11, Dex 13, Con 14, Int 16 Wis 13, Cha 13.
Skills & Feats: Balance +5, Climb +5, Computer Use +13, Drive +10, Knowledge (law)+9, Listen +8, Medical +11, Ride +10, Search +10, Spot +7, Technical +11; Alien Anatomy, Bike Leap, Combat Reflexes, Dodge, Emergency Stop, Improved Healing, Point Blank Shot, Speed Roll, Weapon Focus (Lawgiver).

Psi-Judge

PSI 7; HD 7d8 (35); Init +3 (+3 Dex); Spd 30 ft.; DV 18 (+8 Reflex); DR 6/ER 4 (Uniform); Attack +7/+2 melee, or + 10/+5 ranged; Fort +*5,* Ref +8, Will +11; Str 12, Dex 17, Con 11, Int 15, Wis 19, Cha 15.
Skills & Feats: Concentration + 10, Intimidate +7, Knowledge (law) +8, Knowledge (psi-talent) +8,Medical +10, Ride +9, Search +10; Inner Strength, Iron Will, Mental Adversary, Psychic Inquisitor, Psychoanalyst, Talented.
Psi-Talent: PP 25; 0 level: *daze, detect psi-talent, inkling, mind shield;* 1st level: *conceal thoughts, empathy, object reading;* 2nd level: *detect thoughts, sensitivity to psychic impressions;* 3rd level: *nondetection.*

Senior Judge

Street Judge 12; HD 12d12+36 (120); Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft,; DV 24 (+14 Reflex); DR 6/ER 4 (Uniform); Attack +14/+9/+4 melee, or +17/+12/+7 ranged; Fort +13, Ref+14, Will +8; Str 16, Dex 18, Con 16, Int 12, Wis I 1, Cha 13.
Skills & Feats: Computer Use +10, Intimidate +11, Knowledge(law) +14, Listen +10, Medical +8, Ride +14, Search +8, Spot +10, Streetwise +8, Technical +6; Combat Reflexes, Far Shot, Great Fortitude, Improved Initiative, Intuit Perp, Iron Will, Leadership, Lightning Reflexes, Nark, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (Lawgiver).

SJS Judge

Street Judge 10/SJS 2; HD 12d12+24 (108); Init +4 (+4 Dex); Spd 30 ft.; DV 26 (+16 Reflex); DR 6/ER4 (Uniform); Attack +14/+9/+4 melee, or +17/+12/+7 ranged; Fort +11, Ref +12, Will +8; Str 14, Dex 18, Con 15, Int 11, Wis 12, Cha 18.
Skills & Feats: Computer Use +5, Intimidate +19, Knowledge (law) +15, Listen +4, Medical +7, Ride +12, Search +10, Spot +7, Technical +6; Combat Reflexes, Drive-By Boot, Far Shot, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Lightning Reflexes, Menacing Presence, Point Blank Shot, Weapon Focus (Lawgiver).

Street Judge

Street Judge 3; HD 3d12+12 (37); Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; DV 16 (+6 Reflex); DR 6/ER 4 (Uniform); Attack +*5* melee, or +7 ranged; Fort +7, Ref +6, Will +3; Str 15, Dex 16, Con 18, Int 12, Wis 10, Cha 11.
Skills & Feats: Computer Use +5, Intimidate +3, Knowledge (law)+6, Listen +5, Ride +9, Search +7, Spot +5, Technical+6; Bike Leap, Bike Wheelie, Improved Initiative, Point Blank Shot, Weapon Focus (Lawgiver).

Tek-Judge

Street Judge 5/Tek 2; HD 5d12 + 2d10 +7 (56); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV 19 (+9 Reflex); DR 6/ER 4 (Uniform); Attack +7/+2 melee, or +10/+5 ranged; Fort +8, Ref +9, Will +10; Str 11, Dex 15, Con 12, Int 17, Wis 12, Cha 14.
Skills & Feats: Balance +7, Computer Use +14, Drive +8, Intimidate +6, Knowledge (astrophysics) +11, Knowledge (law) +9, Listen +6, Medical +6, Pilot +7, Ride +8, Search +8, Spot +6, Swim +5, Technical +13; Bike Leap, Bike Wheelie, Far Shot, Improved Initiative, Iron Will, Jury Rigging, Modify Equipment, Point Blank Shot, Weapon Focus (Lawgiver).

Wally Squad Judge

Street Judge 6/Wally 2; HD 6d12+ 6 + 2d8+4 (64); Init +9 *(+5* Dex, +4 Improved Initiative); Spd 40 ft.; DV 23 (+13 Reflex); Attack +8/+3 melee, or +13/+8 ranged; Fort +9, Ref +13, Will +10; Str 13, Dex 20, Con 13, Int 14, Wis 11, Cha 15.
Skills & Feats: Bluff +13, Computer Use +6, Drive + 10, Intimidate +6, Knowledge (law)+8, Listen +8, Medical +7, Ride +10, Search +8, Sense Motive +10, Spot +8, Streetwise +6, Technical +5; Iron Will, Lead Target, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Restricted Information, Run, Sector Knowledge, Weapon Focus (Lawgiver).
Prior Life: Randomly chosen.

The average citizen of Mega-City One, if there can ever be said to be such a person, endures an almost unbearable life The city itself suffers more than its fair share of disasters and over four hundred million citizens have perished over the past twenty five years, shrinking the city's population to less than half what it once was. There are many ruined sectors and derelict blocks left over from the Apocalypse War, Necropolis and the Zombie War, creating acute housing shortages Robots now perform the vast majority of labour required by the city, leaving nearly ninety percent of the citizens unemployed The crime rates are the highest on the planet and, above all this, the judges are always watching, ever ready to put down the slightest civil disturbance in a most effective manner, ruthlessly quashing unrest before It spreads throughout the city.

In a city where an ordinary citizen can be mugged as soon as he leaves his apartment, vaporized by a crashing starship or sentenced for half-a-year in the iso-cubes merely for dropping litter, life is clearly on a knife edge. Many withdraw into themselves and their apartments, only leaving when necessary and living their entire lives in front of the Tri-D. Others simply cannot take the fast-paced, and often short, life within Mega-City One and descend into the madness of Future Shock Syndrome, going Futsie as they attack as many of their fellow citizens as possible before the judges arrive to pacify them. The more stable elements of the citizenry rely on crazes and other leisure pursuits to maintain their sanity, though many suffer the attention of the judicial system when their exploits turn into far more dangerous past-times.

Others, however, become perps. Starting off with petty thieving or running with a juve street gang, their criminal activities soon escalate when they realise not only does crime indeed pay but that it also provides a relief from the immense boredom and monotony endured by other citizens. A successful perp in Mega-City One has the world before him - enjoying a high life of great rewards and even greater risks, he works hard to avoid the attentions of the judges while raking in the credits from his criminal schemes.

This chapter takes a look at the role of the perp within the game of Judge Dredd and will give players a jumping-off which to expand their citizen characters into criminals who are to be truly feared in the underworld. Rules are given for running street gangs and expanding them into full blown criminal organisations, as well as for prestige classes that allow a citizen to specialise his talents and grant him new abilities useful to his allied perps.

Street Gangs

Perps naturally gravitate to one another, the better to prey upon decent citizens. The majority of street gangs within Mega-City One are merely collections of errant juves bent on terrorising the residents of the blocks they reside within and engaging in a variety of petty crimes. Most will never progress beyond this stage, ending their days in an iso-cube when a prank finally goes too far and a murder or grand theft is committed. However, even the cheapest punk may have aspirations for his future and desire to set up a city-wide criminal organisation that can stand against even the judges. Though few such organisations exist in Mega-City One, even the most successful had humble origins on the streets of the city.

By setting up a street gang, players can find allies amongst potentially great numbers of fellow perps, all willing to accept the orders of a gang leader for mutual profit and excitement. By carefully nurturing their street gang, players can run a number of criminal schemes, such as protection rackets, extortion and slabwalker stables. It may not be too long before the street gang becomes a mob to be reckoned with, gathering an increasing array of sophisticated weapons and skilled individuals, all working hard to provide the gang leader with more credits to fund his ever-growing plans.

Gang Leaders

The term 'street gang' can apply to any small collection of perps working co-operatively together in crime - players of citizen characters will likely think of themselves as a gang of sorts. However, in the game of Judge Dredd, a true street gang is assumed to be a body of lieutenants and gang members, potentially numbering over one hundred perps, all working under the orders of a gang leader.

To become a gang leader, a character must have the Leadership feat and declare that he is starting a street gang. Any citizen character may select the Leadership feat once he has reached 6th level. At this point, his Leadership score is calculated, as detailed in **Table 9-1: Forming a Street Gang**, and he immediately receives a lieutenant and possibly a small number of gang members who will endeavour to follow his orders to the best of their abilities.

Lieutenants

Every gang leader has a lieutenant, a trusted and loyal aide who will work to ensure his leader's interests are always put first. The character level of the lieutenant is dependant on the gang leader's Leadership score, as detailed on **Table 9-1: Forming a Street Gang**. The lieutenant should have his own character sheet and be generated following the guidelines laid out in **Chapter 11: Creeps** – the player of the gang leader may freely select appropriate prestige classes for his lieutenant if he wishes. The lieutenant begins the game with any equipment desired by the gang leader, up to a value of 1,000 credits multiplied by the lieutenant's character level. Any other equipment must be purchased by the gang leader.

In all regards, the lieutenant should be treated as another player character, under the complete control of the player of the gang leader. He receives a half share of the experience points and credits gained for every scenario he partakes in with the rest of the players. A gang leader may only ever have one lieutenant at any given time.

Gang Members

High level gang leaders with a good Leadership score will also attract gang members, a collection of juves, punks and other low-lifes who are drawn into the street gang by his charisma and promises of wealth. They can be considered as foot soldiers for the street gang, who will be loyal to the gang leader and lieutenant but not as capable as either.

The number of gang members a gang leader will attract is dependant on his Leadership score, as detailed in **Table 9-1: Forming a Street Gang**. Most gang leaders will only ever be able to attract 1st level gang members, though those with a very high Leadership score will also find gang members of 2nd to 6th level drawn into the fold.

All gang members have the citizen character class, though a gang leader may freely select their prior life as desired. They never earn experience points or gain prestige classes. All gang members start with an amount of equipment equal to 1,000 credits multiplied by their character level. If the gang leader wishes to equip them further, he must do so out of his own pocket.

Table 9-1: Forming a Street Gang

Leadership Modifiers

Gang Leader Has…	Leadership Modifier
Reputation for generosity or fairness	+1
Reputation for cruelty	-2
Become famous amongst other street gangs	+2
Caused the death of many gang members in the past	-2
Consistently failed or botched criminal schemes	-1
Has a permanent headquarters or hideout	+2
Recently moved into the sector/neighbourhood	-1

		Number of Gang Members by Level					
Leadership Score	**Lieutenant Level**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	5	-	-	-	-	-
8	5th	6	-	-	-	-	-
9	6th	8	-	-	-	-	-
10	7th	10	1	-	-	-	-
11	7th	15	2	-	-	-	-
12	8th	20	2	1	-	-	-
13	9th	25	3	1	-	-	-
14	10th	30	3	1	1	-	-
15	10th	35	4	1	1	-	-
16	11th	40	5	2	1	1	-
17	12th	50	6	3	2	1	-
18	12th	60	7	3	2	1	-
19	13th	75	9	4	2	2	1
20	14th	90	11	5	3	2	1
21	15th	110	13	6	3	2	1
22	15th	135	15	7	4	2	1
23	16th	160	18	9	4	3	2
24	17th	195	22	11	5	3	2
25 or more	17th	225	26	13	5	3	2

Other Players

The characters of other players may never be considered as being part of the street gang, though they will no doubt be very closely allied and even help out in its activities from time to time. They may, however, start their own street gangs and pool resources between them, as detailed under **Combining Street Gangs**.

Leadership Score

Every gang leader has a Leadership score that determines the numbers and experience of his lieutenant and gang members. His Leadership score is simply his character level, plus his Charisma modifier. Remember that a character must have the Leadership feat in order to be able to have a Leadership score.

The Leadership score can be modified by the GM, as detailed in **Table 9-1: Forming a Street Gang**, as well as by the gang leader increasing in level or gaining another point of Charisma. This will immediately affect the number and levels of gang members, as they either leave a poor street gang or more come to swell the ranks of a successful one. Lieutenants will never leave or change level because of a modified Leadership score.

Street Gang Income

The primary reason for the existence of any street gang, at least as far as the gang leader himself is concerned, is to generate a steady income of credits. Whether his lieutenant or gang members are running protection rackets, becoming hired killers or simply forming tap gangs to mug citizens travelling between city blocks, credits will come rolling in to finance ever greater criminal schemes.

Every member of the street gang, from the gang leader to the lowliest gang member, will generate an amount of credits each month determined by his character class and level. **Table 9-2: Street Gang Income** demonstrates the amount of credits earnt by each. A 1st level gang member, for example, will earn his gang leader 500 credits at the end of every month.

For lieutenants and gang leaders who have gained a prestige class or two, the amount they earn is equal to their citizen class level, plus the levels of whatever prestige classes they possess. A 7th level citizen/4th level assassin lieutenant, for example, will earn 17,500 credits every month - 2,500 credits for being a 7th level citizen and 15,000 credits for being a 4th level assassin.

Table 9-2: Street Gang Income

Character Class	Level 1-3	Level4-6	Level 7-10	Level 11-14	Level 15-20
Citizen	500 cr.	1,000 cr.	2,500 cr.	5,000 cr.	10,000 cr.
Assassin	5,000 cr.	15,000 cr.	-	-	-
Blitzer	4,000 cr.	12,000 cr.	-	-	-
Demolitionist	3,500 cr.	10,000 cr.	-	-	-
Other Prestige Class	2,000 cr.	5,000 cr.	-	-	-

Replacing Lieutenants & Gang Members

It is inevitable that, through performing criminal activities and battling rival street gangs, losses will be sustained as members are killed or arrested and sentenced to the iso-cubes.

Lost gang members will be replaced within a week without penalty. Lost lieutenants, however, are extremely hard to replace as there are few citizens in Mega-City One willing to dedicate their loyalty to a single gang leader. Lost lieutenants will be replaced in 1d3 months after their death or arrest. The new replacement will be of a level as determined by the gang leader's Leadership score, not the level of the lost lieutenant.

Combining Street Gangs

It is likely that more than one player will elect to run a street gang and, in such circumstances, will probably wish to ally it with the street gangs of other players. Each independent street gang is run separately in terms of members and income gained but players are free to co-ordinate the activities of their street gangs together in order to become a real force to be reckoned with in Mega-City One.

Larger Criminal Organisations

It is well known that there exist huge criminal organisations whose power far outweighs that of puny street gangs. Hiding in the shadows behind legitimate corporations and masterminding city-wide scams, the major crime bosses of Mega-City One have billions of credits at their disposal and, it is said, possess more power than even the judges.

It is certainly possible for a lowly street gang to build itself up into one of these large criminal organisations but it takes a great deal of luck, planning and all round ruthlessness. Full rules on how to accomplish this can be found in *The Rookie's Guide to Criminal Organisations.*

Citizen Prestige Classes

Prestige classes are a way for a citizen character to greatly expand upon the abilities granted to him through character generation and his prior life. Any citizen can learn how to use a gun effectively, but one trained as a blitzer or assassin is a truly effective killer, guaranteed to be sought after by criminal organisations. It does not take much for a citizen to pick up a vid-phone and inform the Justice Department of suspected perps, but it requires a highly skilled individual to penetrate the criminal underworld and act as a judge's nark. The prestige classes presented here will allow any citizen character to take on these roles and much more, developing him into something far more than just a prior life with a few basic skills.

Any citizen may choose to take a prestige class when he goes up in level, provided he meets the prerequisites. Unlike street judges, a citizen may take as many prestige classes as he wishes throughout his career, potentially taking just a couple of levels in one before moving onto another. In this way, a citizen has the ability to spread himself across several prestige classes and thus gain a wide spread of abilities and talents. By taking one of these prestige classes, a citizen effectively becomes a multi-classed character, as detailed in *The Player's Handbook.* However, a citizen will never suffer an experience point penalty for taking on multiple prestige classes.

The Assassin

The assassin is a trained killer, often highly sought after by criminal organisations for, whilst any goon can break a few heads, it takes someone of superlative skill to ensure flawless assassinations. Concentrating on long-ranged kills with a chosen rifle, the assassin commands a high price for his talents and relies on his reputation of never reneging on a contract to garner position and status in the underworld. Once a contracted killing has been agreed the assassin will plan methodically, often for days or weeks in advance, exactly how the target will be tracked down and where to position himself for the one killing shot that will earn him the payment promised. Assassins are cruel and calculating killers though few will ever attempt to double-cross them, knowing that if they do, the assassin's skills will likely be turned upon them next.
Hit Die: d8.

Requirements

To qualify to become an assassin, a citizen must fulfil all the following criteria:
Base Attack Bonus: +6/+1.
Skills: Climb: 4 ranks, Hide: 8 ranks, Move Silently: 8 ranks, Technical: 4 ranks.
Feats: Far Shot, Point Blank Shot, Weapon Focus (any rifle).

Class Skills

The assassin's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Hide (Dex), Jump (Str), Listen (Wis), Search (Int), Spot (Wis), and Technical (Int).
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the assassin prestige class:
Sneak Attack: Assassins are skilled in utilising their weapons with the utmost efficiency, aiming for vital points on an enemy's body in order to cause the greatest amount of harm Whilst firing any rifle-based weapon at a living creature who IS either surprised caught flat-footed or simply unaware of his presence, the assassin deals extra damage. The extra damage is +1d6 at 1st level, +2d6 at *3rd* level and +3d6 at 5th level. Sneak attacks may only be made against living targets greater than 30 feet away if the assassin has a scope mounted on his rifle. See **Chapter 4: Equipment** for further details on scopes. Sneak attacks may not be made against non-living targets or those immune to critical hits.
Pinpoint Target: The assassin continues to hone his impressive skill with the rifle and at 2nd level can now snipe at targets who are doing their best to stay behind cover. So long as the assassin is using a rifle, targets will only receive half the usual cover bonus to their Defence Value, rounding down, for any cover they choose to hide behind.
Trademark Weapon: At 4th level, the assassin chooses one type of rifle that will become his trademark weapon. Whenever using a rifle of this type, he gains a +1 competence bonus to all attack rolls and a +2 bonus to all damage rolls. Once a trademark weapon has been selected, the assassin may never choose another.

Table 9-3: The Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Special Attack +1d6
2	+2	+0	+3	+0	Pinpoint Target
3	+3	+1	+3	+1	Sneak Attack +2d6
4	+4	+1	+4	+1	Trademark Weapon
5	+5	+1	+4	+1	Sneak Attack +3d6

The Bat Burglar

There are many burglars and petty thieves within Mega-City One but it is the bat burglar who raises the profession to an art form. Using the thousands of evening bat-gliding citizens as cover from the prying eyes of the judges, the bat burglar gains entry into apartments of the highest blocks through windows and mile-high garden parks.

Counting on the inhabitants to either be asleep or out of town, the bat burglar is adept at flying into an apartment, grabbing valuables and leaving out of the window, often giving his victims no idea of how he even gained entry. Though he always runs the risk of being discovered whilst in the process of theft, the bat burglar prefers to take flight rather than get drawn into combat and thus many in the criminal underworld view him as a coward. However, as the bat burglar knows well, cowardice can keep an honest perp away from the cubes for a great length of time.
Hit Die: d6.

Requirements

To qualify to become a bat burglar, a citizen must fulfil all the following criteria:
Skills: Appraise (Int), Craze (batgliding): 6 ranks, Move Silently: 6 ranks, Search: 5 ranks, Technical: 4 ranks.
Special: Citizens with the Batter prior life may add their Skill focus bonus to the prerequisite for Craze (batgliding).

Class Skills

The bat burglar's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Climb (Str), Craze (batgliding) (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Technical (Int) and Tumble (Dex).
Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the bat burglar prestige class:
Perfect Landing: The first skill a bat burglar must master is flying very close to blocks and making landings on the sheer surface outside of a citizen's apartment. At 1st level, the bat burglar is able to do this consistently - in anything less than a strong wind (a rare occurrence in Mega-City One), the bat burglar can automatically perform these landings without any skill check being necessary. Without Perfect Landing, a Craze (batgliding) check at DC 15 must be made to successfully land under such conditions.
Sneak Attack: Inevitably, there will be times when the bat burglar gains entry to an apartment and finds the occupants still at home. Rather than risk a spell in the cubes, he learns to silence his victims. If the bat burglar can catch an enemy by surprise, when flat-footed or by flanking, he can make a sneak attack. The extra damage a bat burglar deals to an enemy he has managed to sneak attack is listed on the table above, but he may only make sneak attacks in melee combat. Sneak attacks may not be made against non-living targets or those immune to critical hits.
Eyes in Back of Head: At 3rd level, the bat burglar is experienced enough to know that he may be surprised by victims waking up or arriving back at their apartments early. The bat burglar may never be caught flat-footed.
Save Bonus: Few bat burglars enjoy long and healthy careers - those who are not killed or seriously injured by the citizens they steal from are soon caught by the judges. Any bat burglar who has survived to 5th level clearly has Grud's own luck on his side. The bat burglar gains a permanent +1 luck bonus to all saving throws he is called upon to make.

Table 9-4: The Bat Burglar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Perfect Landing
2	+1	+0	+3	+0	Sneak Attack +1d6
3	+2	+1	+3	+1	Eyes in Back of Head
4	+3	+1	+4	+1	Sneak Attack +2d6
5	+3	+1	+4	+1	Save Bonus +1

The Blitzer

Whereas the assassin relies on a coldly calculated approach to slaying his victims, the blitzer is employed by mobsters as an instrument of absolute terror. Fully capable of walking into the headquarters of a rival's criminal organisation, the blitzer is a pure combat machine, violently slaughtering his enemies before departing ahead of the inevitable judicial response. However, those who employ blitzers recognise the danger in using such open methods to deal with their enemies. Every blitzer has an explosive device surgically implanted usually near either his brain or heart. Constantly monitoring his emotional state, the device is set to automatically explode if the blitzer ever surrenders.
Hit Die: d10.

Requirements

To qualify to become a blitzer, a citizen must fulfil all the following criteria:
Base Attack Bonus: +5.
Skills: Intimidate: 8 ranks, Streetwise: 6 ranks.
Feats: Combat Reflexes, Dodge, Point Blank Shot.

Class Skills

The blitzer's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis) and Streetwise (Wis).
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the blitzer prestige class:

Blitzer Bomb: All blitzers are implanted with an explosive device to ensure they will never betray their employers if captured. This device is located near either the heart or brain and is hard-wired into the blitzer's nervous system, making it quite impossible to remove without killing him. If the blitzer ever surrenders to an enemy (whether it is a judge or another perp) the device will explode, automatically killing the blitzer. Everything within 10 feet of the blitzer will also sustain 2d6 points of damage at AP 4 when this occurs.

Vulnerable Strike: The blitzer quickly learns how to strike at enemies in order to put them down as quickly as possible. The blitzer adds his class level to any damage he deals with a melee, pistol or rifle weapon, so long as the target is within 30 feet.

Close Quarter Fighting: At 2nd level, the blitzer becomes a terrifying opponent to face in melee combat, going into a rage of concentrated fury that U Will defeat all but the strongest of enemies. The blitzer gains an extra attack at his highest attack bonus in melee combat, so long as he uses the full attack action. In addition, the blitzer never suffers a penalty to his attack roll for using a pistol weapon in melee combat, as described in **Chapter 5: Combat**.

Hard Target: Learning to avoid an enemy's attacks is a vital feat for the blitzer to master, as he often has to launch attacks in crowded or cramped environments. The blitzer gains a permanent bonus to his Defence Value, as indicated on **Table 9-5: The Blitzer**. This bonus only applies to attacks made within 30 feet of the blitzer and is lost whenever the blitzer would normally lose his Reflex bonus to his Defence Value, such as when being caught by surprise.

Frightening Visage: At 3rd level, the blitzer hones his ability to intimidate his enemies in combat, for his fury is truly a terrible sight to behold when his target is close by. Any enemy facing the blitzer in melee combat must make a Will save at DC 10 + the blitzer's class level or suffer a –2 morale penalty to all attack rolls made against the blitzer.

Never Go Down: By the time the blitzer reaches 4th level, he is an engine of destruction, a human machine dedicated to killing. Even when grievously wounded he will refuse to go down, attempting to carry out his assigned mission to the end Whenever the blitzer reaches negative hit points, he is permitted to make a Fortitude save at DC 15 + every hit point below 0 he is currently at. If he succeeds, he may continue making partial actions as if he was actually at 0 hit points. If the blitzer fails this saving throw, he will become unconscious as normal. A blitzer reduced to -10 or greater hit points will automatically be killed, as usual.

Table 9-5: The Blitzer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Blitzer Bomb, Vulnerable Strike
2	+2	+3	+0	+0	Close Quarter Fighting, Hard Target +1
3	+3	+3	+1	+1	Frightening Visage
4	+4	+4	+1	+1	Never Go Down
5	+5	+4	+1	+1	Hard Target +2

The Bodyguard

There are few in Mega-City One willing to risk their lives for their fellow citizen. The professional bodyguard, however, knows full well the rewards possible in protecting high-ranking corporate executives and powerful crime lords. Training hard, the bodyguard learns all the tricks necessary to protect another from harm, be it from blood-crazed and random futsies, to deadly assassin droids sent to slay their mark. In return, the bodyguard is likely to receive thousands of credits in compensation for risking his life, as well as protection from the judicial system if his activities require that he operates beyond the Law in order to ensure the well being of his client.

Hit Die: d8.

Requirements

To qualify to become a bodyguard, a citizen must fulfil all the following criteria:

Base Attack Bonus: +3.

Skills: Sense Motive: 6 ranks, Spot: 6 ranks.

Feats: Alertness, Improved Initiative.

Class Skills

The bodyguard's class skills (and the key ability for each skill) are: Climb (Str), Drive (Dex), Jump (Str), Listen (Wis), Sense Motive (Wis), Search (Int), Spot (Wis), and Technical (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the bodyguard prestige class:

Defence Bonus: The protection of the client is of paramount concern to the bodyguard - after all, if the client is killed there will be no more credits or protection from the judges. The bodyguard grants a +1 dodge bonus to the client's Defence Value whenever they are within 5 feet of each other and not surprised or caught flat-footed. This bonus may stack with other dodge bonuses, such as the Dodge feat. The Defence Bonus the client receives increases to +2 at 3rd level and +3 at 5th level.

Bodily Protection: At 2nd level, the bodyguard may physically interpose himself between the client and any incoming attack. The bodyguard must be within 5 feet of the client to do this, aware of the incoming attack and may not be surprised or caught flat-footed. The use of this ability must be declared when an attack is announced but before any attack roll is made. The attack is made against the bodyguard rather than the client, regardless of the attacker's wishes. Bodily Protection may only be used once per round.

Parry Attack: All too often, attackers will be able to close range and directly threaten the client. So long as he is armed with a melee weapon of medium size or greater and is within 5 feet of the client, the bodyguard may attempt to parry any and all melee attacks made against the client. If any melee attack hits the client, the bodyguard may automatically parry it, making the attack completely harmless, with a Reflex save (DC 20). This is considered a free action but the bodyguard must not be surprised or caught flat-footed.

Table 9-6: The Bodyguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Defence Bonus +1
2	+2	+0	+3	+0	Bodily Protection
3	+3	+1	+3	+1	Defence Bonus +2
4	+4	+1	+4	+1	Parry Attack
5	+5	+1	+4	+1	Defence Bonus +3

The Citi-Def Officer

The typical view of the Citi-Def soldier is of a man who barely knows one end of a spit gun from the other and, pumped up on action vids on the Tri D, attempts to live out his fantasies by joining the only military option open to citizens. In many cases this is remarkably accurate and the Citi-Def is a constant worry to the Justice Department, for allowing citizens legal access to weaponry surely courts disaster. The Citi-Def officer is different. He is not a weekend warrior living out his action-hero dreams but a career soldier dedicated to the protection of the city. It is the officer who keeps his men well trained, fit and prepared for battle at any time. It is his responsibility, as a guardian of Mega-City One, to ensure his fellow citizens do not suffer invasion as they have in the past. In all likelihood, it is the Citi-Def officer who has organised the latest block war simply to provide real-world training for his men.

Hit Die: d8.

Requirements

To qualify to become a Citi-Def officer, a citizen must fulfil all the following criteria:

Base Attack Bonus: +4.

Skills: Intimidate: 6 ranks, Knowledge (military): 6 ranks.

Feats: Leadership, Weapon Focus.

Special: Must have served at least six months in a Citi-Def unit. Characters with the Citi-Def Soldier prior life may automatically gain entry to this prestige class, so long as they meet the requirements above.

Class Skills

The Citi-Def officer's class skills (and the key ability for each skill) are: Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (military) (Int), Medical (Wis), and Technical (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Citi-Def officer prestige class:

Rallying Call: At 1st level, the Citi-Def officer may shout encouragement to any faltering allies within 60 feet as a standard action. All allies within range may make an immediate Will save at DC 15 to recover from any cowering, frightened, panicked or shaken effects. This ability may be used once per day for every Citi-Def officer class level possessed.

Weapon Specialisation: Knowing full well that the only real way to lead troops is by example, the Citi-Def officer practices long and hard on his unit's firing range. The Citi-Def officer immediately gains the Weapon Specialisation judge feat for any weapon of his choice as a bonus. In addition, he may freely choose the Weapon Specialisation feat at later levels whenever he is eligible to select another feat.

Calming Presence: Upon reaching 3rd level, the Citi-Def officer exudes an aura of confidence whilst under fire that steadies his men and makes them more receptive to his orders. All allies within 60 feet gain a +2 bonus to all Will saves and Arrest checks.

Command: Citi-Def officers know how to effectively lead large numbers of men in battle. He may add his Citi-Def officer class level to his Leadership score, as described earlier in this chapter. Further details on how to use the Leadership feat are detailed in *The Rookie's Guide to Block Mania.*

Inspiring Speech: At 5th level, the Citi-Def officer is a true leader of men, regardless of his prior background. Before entering battle, the Citi-Def officer may make an inspiring speech to the men he leads. This takes one minute and affects all allies who can hear his words. At the end of this time, the Citi-Def officer makes a Leadership check (DC 20). If successful, all allies will gain a +1 morale bonus to all saving throws, attack and damage rolls for the next 1d3 hours. In addition, they will not surrender to a judge during this time.

Table 9-7: The Citi-Def Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Defence Bonus +1
2	+2	+0	+3	+0	Bodily Protection
3	+3	+1	+3	+1	Defence Bonus +2
4	+4	+1	+4	+1	Parry Attack
5	+5	+1	+4	+1	Defence Bonus +3

The Demolitionist

Whether it is to blow the doors of a vault during a bank heist, creating a diversion on the Meg-Way or bringing an entire block to the ground every criminal organisation can find a use for the skills of the demolitionist. Fascinated by explosions and mass destruction, the demolitionist channels his not inconsiderable technical talent into creating devices of devastating power simply for the sheer enjoyment of it. That he can later use his home-made explosives for profit is a bonus but, as any demolitionist will say, the whole point is simply to 'blow drek up.'
Hit Die: d6.

Requirements

To qualify to become a demolitionist, a citizen must fulfil all the following criteria:
Skills: Concentration: 4 ranks, Profession (demolitionist): 8 ranks, Streetwise: 4 ranks, Technical: 8 ranks.
Feats: Skill Focus (technical).

Class Skills

The demolitionist's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Profession (demolitionist) (Wis), Search (Int), Spot (Wis), and Technical (Int).
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the demolitionist prestige class:
Manufacture Explosives: The demolitionist is skilled at manufacturing his own explosive devices. Given one hour's work and materials worth 100 credits the demolitionist can create a hi-ex pack (see **Chapter 4: Equipment**) from scratch. A Technical check (DC 15) must be made for success. A natural roll of a 1 indicates that something has gone dreadfully wrong in the manufacture of the device and it detonates prematurely in the demolitionist's hands as he works on it. The demolitionist suffers damage as normal from hi-ex pack and may not make a Reflex save to reduce it. At 3rd and 5th level, the demolitionist is capable of manufacturing far more potent explosives, causing 3d10 and 4d10 points of damage respectively.

Bomb Reverence: At 2nd level, no doubt having already suffered an accident or two, the demolitionist has developed a great deal of respect for explosive devices. He gains a +2 competence bonus to all Reflex saving throws made to halve the damage of area effect weapons. In addition, he may also make a Reflex save (DC 15) to halve the damage caused when a device explodes as he works on it, as detailed under Manufacture Explosives.
Disaster: At 4th level, there are few in Mega-City One with such an affinity for explosive devices as the demolitionist and he instinctively knows how to place them to cause the maximum amount of devastation. When the demolitionist sets a hi-ex pack to cause damage to a building, vehicle or other structure, it will automatically deal double damage. The use of this ability takes one full minute as the demolitionist inspects his surroundings.

Table 9-8: The Demolitionist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Manufacturer Explosives 2d10
2	+1	+0	+3	+0	Bomb Reverence
3	+2	+1	+3	+1	Manufacturer Explosives 3d10
4	+3	+1	+4	+1	Master of Disaster
5	+3	+1	+4	+1	Manufacturer Explosives 4d10

The Hunters Club Member

There are many diversions and past-times available to a citizen of Mega-City One. One of the more violent and dangerous is membership to one of the many chapters of the Hunters Club scattered throughout many sectors across the city. Gathering together illegal weapons, members of the Hunters Club join to enjoy the greatest thrill they know with like-minded citizens the hunt. Most Hunters Clubs start by organising helltreks into the Cursed Earth where they are free to blast away at any number mutants and warped creatures with relative impunity but all too many will begin hunting within the walls of Mega-City One, tracking and killing their fellow citizens or even judges for the ultimate thrill. The most ambitious chapters of the Hunters Club inevitably turn on each other, with credits being pooled to form a great prize for the member who demonstrates sufficient skill to survive whilst being hunted by every other participant of his chapter. Very few ever attain any great skill in their chosen profession, for there is a high turnover of membership in every chapter. However, a tiny fraction do develop an excellent talent for hunting and are able to go on to far more profitable criminal ventures with their finely-honed skills.
Hit Die: d8.

Requirements

To qualify to become a Hunters Club member, a citizen must fulfil all the following criteria:
Base Attack Bonus: +4.
Skills: Hide: 6 ranks, Move Silently: 6 ranks, Streetwise: 4 ranks.
Feats: Point Blank Shot, Weapon Focus.
Special: The citizen must be offered entry to a Hunters Club chapter, though this is usually little more than a case of paying a 1d6 x 1,000 credit entrance fee.

Class Skills

The Hunters Club member's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Drive (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Technical (Int), and Wilderness Lore (Wis).
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Hunters Club member prestige class:
Improvisation: Many hunts organised by the club have specific rules on which weapons may or may not be used. Members quickly learn to use whatever tools and implements come to hand and so the hunters club member never suffers penalties for using improvised weapons.
Only The Best Will Do: At 2nd level, the Hunters Club member becomes set on climbing up through the ranks of the club, knowing that only the most dangerous of kills will set him apart from the others. Few members progress beyond this point for their own foolhardiness often sets them against impossible targets. Whenever the Hunters Club member sees a single judge on his own, he must make a Will save (DC 10) or be immediately compelled to hunt the judge, determined to claim the judge's badge as a trophy of his superior hunting skill.
Hunting Euphoria: Hunters club members often become addicted to the adrenaline rush that comes from scoring a kill. Whenever the Hunters Club member kills a living creature without aid, he is filled with the hunting euphoria that grants a +2 morale bonus to all saving throws for the next ld6 hours. This bonus may only gained once per day.
Track: The Hunters Club member actually becomes quite skilled at his profession by the time he reaches 4th level. He immediately gains the Track feat.
Marksman: Though lacking the cold and calculating skill of the assassin, the Hunters Club member prides himself on his marksmanship. He doubles the range increment of all rifle weapons whenever he makes an aiming action. This bonus will stack with any scope fitted to the weapon.

Table 9-9: The Hunters Club Member

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	Improvisation
2	+2	+0	+0	+0	Only The Best Will Do
3	+3	+1	+1	+1	Hunting Euphoria
4	+4	+1	+1	+1	Track
5	+5	+1	+1	+1	Marksman

The Nark

There are few professions more dangerous in Mega-City One than that of the nark. Closely allied to a judge, usually from having being caught committing petty crime, the nark attempts to penetrate the criminal underworld in order to glean useful information which is then passed on to the Justice Department. He faces a long spell in the iso-cubes if he fails to turn up anything useful on the perps his judge sets him to spy upon, but the consequences he faces at the hands of criminals who discover his close association with a judge will be fatal, it is a thin line the nark walks and few have long and illustrious careers

Hit Die: d6.

Requirements

To qualify to become a nark, a citizen must fulfil all the following criteria:

Skills: Bluff: 10 ranks, Hide: 4 ranks, Knowledge (sector): 10 ranks, Listen: 4 ranks, Sense Motive: 6 ranks, Streetwise: 10 ranks.

Feats: Sector Knowledge.

Special: Must be offered the position of nark by a judge.

Class Skills

The nark's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Computer Use (Int), Drive (Dex), Hide (Dex), Knowledge (sector) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Streetwise (Wis).

Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the nark prestige class:

Nark Duties: It is a nark's duty to provide his judge with solid information that will lead to arrests. The nark and the judge will have a prearranged meeting place and time, as well as a method of contact that will not blow the nark's cover (the GM will decide the exact method of this). At least once per week, the judge will locate the nark and assign him with information that must be found by the time they next meet. In addition, the nark is also expected to volunteer any information he has on criminal activities not yet known to the judge.

For every piece of information the nark provides that leads to an arrest and sentencing of at least 5 years, the judge will be authorised to pay the nark 1d6 x 250 credits. Information that leads to arrests and sentencing of up to 30 years will be rewarded with 1d6 x 1,000 credits, whilst greater sentencing will be rewarded with a payment of 2d6 x 1,000 credits. If multiple arrests are made, total up the years of sentencing to determine the credit amount to be paid. For example, if the nark passes on information that leads to three punks getting arrested for tapping (5 years a piece), the nark will be rewarded with 1d6 x 1,000 credits. Failure to turn up at least one piece of information a week, or the information requested by the judge, will result in the nark being arrested himself and investigated for criminal activities. If he became a nark through committing petty crime, he will be immediately sentenced accordingly.

Ferret Information: The nark is skilled at locating people and information. He may always add his nark class level as a bonus to any Streetwise check he is called to make.

Bolt-Hole: The life of the nark is fraught with danger and many prepare an escape route in advance, so that if events turn against them with either the Justice Department or the perps they spy upon, they can change their identity immediately and make a run from either the sector, or the entire city. By reaching 2nd level and spending 2d6 x 2,000 credits, the nark can prepare a bolt-hole for himself, a secure apartment or other hiding place containing all the forged documents and disguises he needs to create a new identity. So long as the nark can physically reach his bolt-hole, the change in identity is automatic and permanent. He may also, in addition, immediately leave either the sector or city, with the appropriate transport having already been booked in advance. A nark may only ever do this once.

Iron Will: Risking his life every day, the nark becomes hardened to the threats that surround him. He gains the Iron Will feat.

Spy: Little information is simply handed to the nark for him to pas on and when his smooth talking does not yield results, he must often sneak into areas of a perp's headquarters in order to uncover vital evidence that can be passed on to his judge. The nark must choose one of the following skills; Listen, Move Silently, Search or Spot. From this point on, checks made with the selected skill will receive a bonus equal to the nark's class level.

Justice Department Issue: If the nark survives to 5th level, he will be very well respected within the Justice Department as someone who will risk his own life in order to help uphold the Law. Instead of taking a credit payment for his information, the nark may instead opt to receive one of the following Justice Department issue pieces of equipment in order to better help his information-gathering capabilities; birdie lie detector, five bleepers, two medipacks or override card.

Table 9-10: The Nark

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Nark Duties, Ferret Information
2	+1	+0	+0	+3	Bolt-Hole
3	+2	+1	+1	+3	Iron Will
4	+3	+1	+1	+4	Spy
5	+3	+1	+1	+4	Justice Department Issue

The Superhero

The superhero is a citizen who views Mega-City One for what it truly is - a den of lawlessness where good people are constantly preyed upon by vicious perps who the judges are powerless to stop. Instead of shutting himself off from the outside world or bringing himself down to the perps' level, the superhero resolves to do something about the situation himself. Adopting a clever disguise and pseudonym, usually drawn from a favoured childhood hero on the Tri-D, as well as augmenting his combat capabilities with technological equipment, the superhero takes to the streets to aid the judges in their quest for Law and order. Braving the bullets of perps with his Shield of Plastisteel and jetting across the skies with a hidden jetpack, the superhero is the noble defender of the citizens (for all they care), risking his life time and again to ease pain and suffering wherever he finds it. The judges inevitably catch up with the superhero eventually who is, in truth, just a glorified vigilante, but there are many more citizens ready to take the place of every fallen superhero. So it is that the urban legends of Megaman, The Hairy Vulture and Lady Justice persist throughout Mega-City One.
Hit Die: d8.

Requirements

To qualify to become a superhero, a citizen must fulfil all the following criteria:
Base Attack Bonus: +6.
Skills: Craze (jetpacking): 10 ranks, Intimidate: 8 ranks, Jump: 8 ranks, Streetwise: 8 ranks, Technical: 4 ranks, Tumble: 4 ranks.
Feats: Combat Reflexes, Dodge, Toughness.
Special: Citizens with the Vigilante prior life may add their Skill Focus bonus to the prerequisite for Intimidate.

Class Skills

The superhero's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craze (jetpacking) (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), Streetwise (Wis), Technical (Int), and Tumble (Dex).
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the superhero prestige class.
Disguise: In order to avoid discovery by the judges, the superhero adopts a disguise and a pseudonym intended to strike fear into the heart of perps brought to justice. Whilst wearing this disguise, the superhero cannot be identified by judges and Justice Department Public Surveillance Units.
Superhero Power: At every level, the superhero steals or otherwise gains a device that replicates superhero powers. Each device is automatically built into the superhero's costume (a jetpack will be hidden under the superhero's cape, for example) and, to the unwary, will look as if it is the superhero himself who has these awesome 'powers'. At each level, the superhero may choose one of the following powers: Flight (hidden jetpack), Shield of Plastisteel (thin but tough armour granting Damage Reduction 12), Lightning Bolt (laser pistol built into glove), Super Strength (mini-exo skeleton granting a +2 bonus to Strength), X-Ray Vision (visor, can penetrate 1 foot of rockcrete or plastisteel but is blocked by lead). These powers only come into effect whilst the superhero is wearing his costume. The costume weighs 10 lb. regardless of the upgrades it has received.

Table 9-11: The Superhero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Disguise, Super Power
2	+2	+3	+0	+0	Superhero Power
3	+3	+3	+1	+1	Superhero Power
4	+4	+4	+1	+1	Superhero Power
5	+5	+4	+1	+1	Superhero Power

The Supersurf Champion

A great many juves practice the art of skysurfing, but only a very small fraction have what it takes to ascend to the superhuman heights of the Supersurf Champion. This is a sport that requires great skill and dedication for even at the lowest levels of competition, skysurfers must practice for many hours each day, honing their skills and talents. Professional tournaments for skysurfing have sprung up all over the world though they remain highly illegal in many cities, including Mega-City One. The most dangerous tournament of all is the Supersurf, held in a different city each year. Past winners Marlon 'Chopper' Shakespeare and Jug McKenzie are regarded as heroes by many juves who look up to these characters who so willingly disregard the Law as well as their own lives in order to become the very best skysurfers in the world.
Hit Die: d8.

Requirements

To qualify to become a supersurf champion, a citizen must fulfil all the following criteria:
Dexterity: 15+.
Skills: Balance: 5 ranks, Craze (skysurfing): 8 ranks, Technical: 2 ranks.
Feats: Improved Initiative, Sector Knowledge.
Special: Citizens with the Skysurfer prior life may add their Skill Focus bonus to the prerequisite for Craze (skysurfing).

Class Skills

The Supersurf champion's class skills (and the key ability for each) are: Balance (Dex), Climb (Str), Craze (skysurfing) (Dex), Jump (Str), Spot (Wis), Technical (Int) and Tumble (Dex).
Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the supersurf champion prestige class:
Champion: By honing his body and mind to be the ultimate skysurfer, the supersurf champion gains a natural affinity with all powerboards and can attempt manoeuvres with them that defy belief. The supersurf champion may always add his class level to any Craze (skysurfing) check.
Bonus Feat: At 2nd and 4th level, the supersurf champion gains a bonus feat. This may be either Alertness or Lightning Reflexes.
Power Dive: The Power Dive is a well-known manoeuvre amongst skysurfing fanatics, though few ever truly master it. By gunning the throttle and sending his powerboard into a shallow dive, the supersurf champion may add 50 mph to the top speed of any powerboard he is on. The Power Dive may never be attempted at a height of less than 60 feet and may not be performed in consecutive rounds.
Signature Move: At 5th level, the supersurf champion develops a Signature Move, a spectacular stunt performed at high speed. Signature Moves often gain the name of the supersurf champion who invented them and are instantly attempted by every skysurfer throughout the city. A supersurf champion is required to make a Craze (skysurfing) check at DC 25 in order to successfully perform his Signature Move, but if he does so in front of an audience of at least 20 people, be they citizens, juves or judges, he gains a +5 morale bonus to any one skill check, attack roll or saving throw made within the next minute.

Table 9-12: The Supersurf Champion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Champion
2	+1	+0	+3	+0	Bonus Feat
3	+2	+1	+3	+1	Power Dive
4	+3	+1	+4	+1	Bonus Feat
5	+3	+1	+4	+1	Signature Move

Mega-City One is a huge place. Packed with over 400 million citizens and governed by the ever-present judges, a first time visitor is likely to become lost very quickly and break the Law without even realising it. Whether taking a stroll through the sparkling lights and neon signs of the largest shopping malls or briskly walking across City Bottom to keep an urgent appointment, many dangers await the unwary in the megalopolis. Presented within this chapter is a guide to the city, which visitors are encouraged to review before setting foot on the pedways or entering their newly commissioned con-apt. This tour should by no means be considered complete and there will be much more for a citizen to discover for himself, but it should at least, be of aid in avoiding the worst Mega-City One has to offer.

Geography

The Mega-City One of 2124 spans the American east coast from Ottowa in the north to Jacksonville in the south and extends as far west as Pittsburgh. It is surrounded on all sides by the City Wall, protected from air and missile attack by a laser defence network (also known as the Laser Mesh). The city itself is divided into six regions.

MegCentral (sectors 1-20)

Population: 30 million.
Famous Landmarks: Mega-City Chamber of Horrors, Gus Grissom Spaceport.
The geographical centre of Mega-City One where most of the larger space and hoverports are located.

MegEast (sectors 21-108)

Population: 90 million.
Famous Landmarks: Academy of Law, Alien Penitentiary, Alien Zoo, Central Mega-City Library, City Hall, Costa Del Meg, Empire State Building, Grand Hall of Justice, Mega-City Museum, Museum of Death, Ocean Sprawl, Psi-Division HQ, Sinotown, Statue of Judgement, Statue of Liberty. Tech 2 1 Test Labs, Weather Congress, the White Cliffs of Dover.
MegEast has the highest crime rates in the city, for major smuggling rings work the docks along the East Wall. Man-made canals assist sky truks in conveying goods from the merchant hoverships anchored outside.

MegSouth (sectors 109-160)

Population: 80 million.
Famous Landmarks: Amalgamated Munce, Meg-Oil, Little Cuba, Nukco, Plastoid Industries, Power Tower, Roadliners Inc, Sunshine Synthifoods.
The centremost sectors are given over to a massive industrial zone called the Dust Belt. All structures within the belt draw their energy from Power Tower and subsidiary stations. A safety 'dead zone' separates the factories from city blocks sandwiched between the Dust Belt and the South Wall.

MegWest (sectors 161-240)

Population: 70 million.
Famous Landmarks: Apetown, The Jungle, Mega-City Vibe Bowl, Moonray Tower.
Meg-West borders the Cursed Earth and is vulnerable to mutant break-ins and alien contagion.

MegNorth (sectors 241-300)

Population: 90 million.
Famous Landmarks: Big-1 Publishing, MegaMedia Inc, NERDCO.
Home to more wealthy citizens and corporate headquarters than the rest of the city combined.

Meg-West Hab Zone (sectors 301-305)

Population: 15 million.
The only section of Mega-City One beyond the City Wall, the North-West Hab Zone suffers the city's second highest crime rates. The Meg-Way aptly named Hell's Highway is the only physical link between the Hab and its parent city, spanning the radioactive wasteland of Nuke Alley.

The regions are subdivided into sectors averaging twenty square miles in size. Each sector has its own Justice Department Sector House and is spun tightly in a twisting mass of Meg-Ways, skedways, pedways and hoverports that grant access at all levels to virtually any location in the city. Travelling times, however, are another matter altogether. Mega-City One boasts an amazing array of buildings and verticals structures, the very tallest (nicknamed starscrapers) stand 600 levels high, though few citizens are willing to descend to City Bottom or the Undercity.

City Bottom

The name is literal. City Bottom refers to the rockcrete foundations of Mega-City One and the lower storeys of the pre-atomic city blocks. Whereas the pre-atomic blocks' vehicle parks exit directly onto the city foundations, their younger, post-atomic siblings are set high above the ground and link to feedways. Most of the city's tweenblock plazas and other outdoor public quarters are set above City Bottom and citizens can be forgiven for leading their lives totally unaware that a lower level exists below their feet, for only the foundations of their blocks extend so far down.

Between the foundations of the city blocks can be found citizens who choose to live outside of Mega-City society, scratching a living from the refuse that spreads like a sickness through the lower levels. They hunt for rodents, huddle around fires, sleep in boxes and fight over the wrecks of crashed hover vehicles. DP (displaced persons) Camps have been constructed by the Justice Department in larger clearings to shelter those made homeless by disasters until new accommodation can be found. Some choose instead to live in 'cardboard city' rather than inside electromesh fences supervised by uncaring judges.

As well as the dangers posed by roving gangs, sub-humes and mutant animals to City Bottom citizens, a significant quantity of land remains scarred by chem-pits full of toxic industrial waste and 'no-go zones,' fields of unexploded military ordnance left over from the Apocalypse War. Twenty years on from the ravages of that same conflict, many rad-pits remain, still just as 'hot' as the instant when they were bombed into creation. The radiation leaking from these pits is responsible for gross mutation and deformity among the local human and animal population. To loiter around a rad-pit for any length of time is generally fatal and massive reclamation projects are in operation to dry the pits out and make the no-go zones suitable for new housing developments.

The Undercity

Mega-City One was built on top of New York City and instead of demolishing the existing city, Mega-City One's rockcrete foundations were simply cast over and around New York, sealing it inside a permanent shell. Though all efforts were made to evacuate the old city before the building project took place, some New Yorkers stubbornly refused to budge. Over the decades they evolved into subterranean dwellers who adapted to the cold, dark conditions of the Undercity and cracks opening up beneath Mega-City One have allowed some to enter the megalopolis. Mega-City criminals sometimes try to gain access to the Undercity to escape from the judges and, in response, the Justice Department has created gateways to the Undercity that are sealed by thick armoured doors guarded by judges. Long Walk judges have the option to spend the rest of their useful lives policing the subterranean population, as well as dangerous mutant creatures and strange cults that have arisen in the Undercity.

Government

Just like any major pre-atomic city, Mega-City One once had its own democratically-accountable government with a council led by a mayor elected every four years. When the Justice Department overthrew the US Senate, an action supported by the war-weary American people, during the Great Atom War, they assumed the role of government over the Mega-Cities. While the Justice Department of Mega-City One acts as a general administrative body and police force rolled into one, it does not have the inclination or the resources to oversee every facet of Mega-City One's operations. Regional administration is delegated to City Hall and the mayor, with very little difference in policy to American politics of ages gone by. Mega-City One government is divided into two departments, the City Administration and the City Municipal.

City Administration arranges financing and sets the city's annual budget for public services, for the profit-motivated private sector is not permitted to bid for ownership of any of the public service businesses. Making these decisions is the City Council, a ten-strong advisory body led by, and including, the mayor. The Justice Department will have at least one delegate assigned to the City Council, the Chief of Accounts Division. The results of the Council's policies are fed into Barney, the city's administrative mainframe computer, which calculates the probabilities of the policies actually working before implementing them across Mega-City One. Both the Council and Barney are located at City Hall, located in Sector 44, just a few miles from the Grand Hall of Justice. The Mega-City One Housing Department carries out Barney's instructions on living conditions for all 400 million citizens and many regard the Housing Department as the true power in Mega-City One, because it has a direct and dramatic influence on the quality of their everyday lives. The Housing Department is responsible for paying welfare cheques, allocating housing, processing re-housing applications, running reclamation programmes and maintaining the city's rehab facilities.

The City Municipal helps translate Barney's instructions into reality. Municipal services include the Atlantic Purification Plant (filtering Black Atlantic seawater for human and industrial consumption), the Mega Garbage Disposal Plants (recycling performed by genetically- engineered fangworms that eat refuse, excreting it as raw materials), Power Tower (electrical power generated by geo-thermal energy for SouthMeg), Nukco (cool fission reactors providing energy for the rest of the city) and Resyk (human corpse recycling plants – nothing goes to waste in the city of the future!).

Weather Congress is the one area of City Municipal in which citizens have an active say and, every day, they are invited to vote for the weather of their choice. The highest vote is determined by Barney who activates the city's floating weather stations. Artificial clouds are created to regulate temperate, seeded to generate rainfall, or removed altogether so blazing sun, no longer baffled by ozone, can bleach the streets. On occasion, the Justice Department can order a heavy downpour or even localised cyclones to clear debris from the streets or disperse full-blown riots.

Habitats

Cardboard Cities

While in theory every citizen receives enough money from welfare to cover living expenses - as little as 20 credits a night is needed to obtain a bed in a Stacker – there are always a few who slip through the net. More blocks than City Administration would care to admit are surrounded by a small shanty town made from discarded plasteen containers and crates, where the homeless gather together for protection. The homeless themselves are a diverse lot as many are unable to keep up with crippling debt repayments and others are drug addicts who spend every credit they have to support their habit. A few are formerly rich and powerful citizens who have been sued into abject poverty. More, known as Neverwheres, are people who do not appear on any city database and cannot claim any welfare payments. While most of these are illegal immigrants or mutants who have sneaked into the city, some have been deliberately or accidentally erased from Barney by juve hackers looking for a laugh, or incompetent City Hall employees. Such people have no option but to eke out a miserable existence by scavenging through the waste that more prosperous citizens leave behind, or resort to illegally begging for a few credits from passers-by. While many normal citizens are not aware of the existence of the cardboard cities - the majority of the population rarely leave their blocks and even when they do steer well clear of City Bottom - a few take great exception to the 'scum' living for free around their homes. It is not unusual for groups of citizens to launch attacks against the cardboard cities, using firebombs or high explosives in an attempt to dislodge the residents.

City Blocks

The original city blocks were designed under an initiative spearheaded by the American government in the early 21st Century to provide inexpensive housing for the rapidly increasing population. When the citizens moved into their new homes, they found they were crammed uncomfortably close to their neighbours. In this tense environment, crime spiralled out of control and riots were almost everyday occurrences. In the end, the problem of 'going postal', where a previously sane citizen snaps and goes on a berserk killing spree, became so common that it was recognized as a new psychological disorder - Future Shock Syndrome.

The gargantuan, two hundred floor skyscrapers are the backbone of Mega-City One. Every sector contains at least a dozen of these gigantic habitats, each intended to house roughly 60,000 citizens, nearly all of whom will be welfare tenants. Built over a period of seventy-five years, each city block varies in style from the old-fashioned, box-like stratoscrapers common around MegCentral, to the organic looking star-rise towers of MegNorth and the ultra-modern 'super sixties' mod-blocks with greatly improved living standards.

Traditionally, every city block is named after a famous historical or fictional character for ease of identification. A city block is practically a miniature city, featuring everything a citizen needs for his entire life within their walls, including essential facilities such as a med-bay, primary and secondary education at the Megaschools, recreation at the Block Parks or Holotheatre, and finance in the form of fully-automated Robo Banks. Many residents spend their time in the vast shopping malls that take up entire floors and include every store imaginable, or simply go to pose on one of the plazas, watching the world go past.

A typical citizen lives with his significant other and 3.1 dependants (usually at least one crock who they have been unable to find alternative accommodation for, and one or two juves not yet old enough to move out) in a three to five room apartment or 'hab'. The largest room is usually the living pad where the family gathers together to watch the Tri-D and features the only window in the apartment, offering a spectacular view of the tangled web of roadways outside or a glimpse of neighbouring blocks. The living pad also includes basic kitchen facilities and a garbage grinder. Other rooms include basic combined toilet and shower facilities. The rest of the apartment will be allocated to bedrooms. Well-to-do families may well have their own servo-droid.

Generally, the higher the level in a city block a citizen lives, the more wealth and prestige he will possess. Private and exclusive luxi-apts occupy the top few floors, whereas an unfortunate resident of the dingy basement habs will be regarded with utter contempt by the other residents. Block maintenance is undertaken by a legion of repair and cleaning robots.

Every block possesses a Citizen Defence Corps, a civilian militia raised from the residents themselves. The quality of Citi-Def units ranges from the undisciplined mob of Hugh Grant Block Citi-Def to the disciplined and efficient soldiers of Art McArthur. Citi-Def members spend their time training in weaponry and undergoing survival tests. While many in the Justice Department consider the Citi-Def a dangerous liability, they have occasionally proved their worth in such conflicts as the Apocalypse War and the Second Robot War. The taller city blocks are fitted with massive laser defences, contributing to the city's Laser Defence Screen.

Each Block is linked to its neighbours by a complex web of roadways and pedways. A few, through the notorious Friendship Scheme, are linked together by vast plazas where it was intended citizens could meet and socialise with their neighbours. Unfortunately, the dense overcrowding has led to an almost tribal attitude and citizens are very loyal to their own block. Juve and punk gangs from various blocks meet in massive rumbles; huge fights to determine who has the toughest block.

A more dangerous phenomenon is the block war; mass-hysteria resulting from tension rising between city blocks to violent levels. Usually instigated by the most militant member of the local Citi-Def or a particularly hot-headed citizen, these conflicts are a major problem for the judges as the culprit blocks rake each other with firepower and fighting sprawls out onto the streets. Occasionally, block wars see the use of heavy artillery to win the day, resulting in thousands of deaths and even the collapse of an enemy block. Always vigilant, the Justice Department PSU maintains surveillance cameras on every corner, searching for any signs of impending conflict. They are often the first objects vandalized by bored juve gangs, or guilty citizens intent on making sure that the Justice Department cannot monitor their acts.

Some city blocks get into such a poor condition that they are re-designated as Slum Blocks. Most of these are old, condemned buildings lacking even basic facilities. Others have been gutted by terrible infernos or partially destroyed in some disaster, but most have simply been vandalised beyond repair. Unfortunately, the chronic overcrowding in Mega-City One means the Housing Department has no choice but to keep these blocks in operation. A misguided Housing Department idea was the introduction of the Problem Block, designed to house anti-social citizens. Gathering so many nefarious elements together in the same place was a recipe for disaster. The Problem Block policy was eventually abandoned and their tenants re-integrated back into conventional housing arrangements.

Segregation Blocks were conceived after the Apocalypse War to keep thousands of fatties from stealing from the food ration queues caused by war damage to the city's food stocks. Militant fatties assembled, calling themselves the League of Fatties, and banded together to steal food from convoys coming in from the Cursed Earth. The judges imposed an emergency regulation whereby any citizen over the weight of three hundred kilograms would be confined to one of the specially modified blocks and force-fed the same rations as everybody else. The food crisis was finally resolved in 2107 and the segregation blocks closed, freeing thousands of pencil-necks who were once champion fatties.

Con-Apts

Smaller than city blocks, con-apts (connecting apartments) are privately owned housing complexes catering to the slightly-better-off citizens. A typical con-apt is much larger and better furnished than those in other blocks and may even occupy an entire level of their own. Just like city blocks, con-apts are given popular names for easy identification. A con-apt is typically no higher than fifty levels, although some mansionesque variants stand at only two or three levels. City blockers are known to harbour resentment and even jealousy towards con-apt tenants and juve gangs sometimes single out a con-apt as their target, defacing it with scrawls or smashing windows and breaking down doors, if they can bypass the elaborate security systems.

Condos

Space Condominiums are satellite habitats locked in geo-stationary orbit in Mega-City One space, each capable of housing one hundred thousand citizens. Each Condo is a city sector in miniature, typically incorporating con-apts beneath their domes as well as schools, hospitals, factories, hydroponic farms and atmospheric generation plants. Nearly all of these Condos are privately owned and most of the population is made up of the cream of the Mega-City social elite, anxious to get away from the squalor and overcrowding of the city.

However, the Slum Clearance Act of 2105 stated that all new private housing developments must provide a 29% donation to the public sector, meaning nearly a third of any new Condo belonged to the city itself. The Housing Department re-settled families of dummies aboard the luxury Condos and within hours, the corridors and hallways were filled with garbage, the beautiful pedways and parks vandalised. Many private tenants quickly moved out, allowing the city to buy up the rest of the Condos at a fraction of their true value.

Crock Blocks

While every city block has it's own population of OACs (Old Age Citizens - anyone over the age of 75), the arrangements of a crock block cater specifically for the elderly. OACs can spend their last few years in the specialist wrinkle shops, the gossiparamas, or take treatment for their imaginary illnesses in the placebo wards of the med-bay. Every crock block has its own euthanasium, offering an OAC tired of life or crippled by disease a painless exit. Crock blocks are specially designed to accommodate the restricted mobility of their residents, with gentle slopes, wide corridors and pedways for zimmerskimmers and robochairs. Some, like the Crockery Nook Home for the Extremely Aged cater for OACs with extensive cybernetic or bionic body parts.

Crock blocks have their own share of problems, the most common of these being the OACs' addiction to Bingo, a banned gambling game. Illegal life-prolonging aids like organ legging and Stookie pills are also smuggled into crock blocks in exchange for pension cheques.

DP Camps

Displaced Person Camps are a sad fact of life in Mega-City One. Vast areas of waste ground are set aside to provide temporary accommodation to the millions of homeless citizens on the Housing List. Originally set-up after the Apocalypse War, the camps' populations swelled far beyond their capacity with refugees from the Necropolis and Second Robot War. An average DP camp is built from pre-fabricated habitat domes surrounded by electromesh fences and riots among inhabitants regularly break out when a lucky citizen finally gets rehoused.

The Jungle

The Jungle (or Apetown) is the term given to areas of Sectors 7 and 20 set aside for primate, genetically-modified apes and consists of cave-like, low-level apartment buildings. When originally unveiled in 2080, the area was a shining state-of-the-art conurbation modified for ape usage, including swing poles instead of pedways, ropes and climbing bars. Within a year, the complex had become one of Mega-City One's worst slums. The tenant apes had little interest in, or practical knowledge of, civilisation and had retained many of their less appealing habits. Humans are not welcome in Apetown and the residents have made it quite clear that 'skinfaces' or 'pinkies' will be attacked on sight. The Jungle is a law unto itself, where the apes take care of their own problems their own way but so long as the apes remain within their borders, the judges tend to leave them be.

Luxy-Blocks

Luxy-blocks provide the ultimate in housing. A citizen fortunate enough to afford a hyperlux apartment has their every whim tended to by servo droids and computers allow the resident to control every aspect of their environment. A number of apartments remain empty, due to the ramifications of a spectacular malfunction that occurred with the first ever luxy-block, the Komputel. Opening with great fanfare in 2099, the Komputel took complete and total control of its amenities to make life easier for the tenants. Unfortunately, the computer began to murder the tenants one by one, considering them to be an infestation. Of the thousand guests who checked in, only one managed checked out. Memories of this debacle still cause marketing difficulties for the luxy-block syndicates.

Rooming Houses

Hotels are common in Mega-City One, ranging from the cheap and cheerful bed and breakfast provided by a citizen subletting a couple of rooms for the night to the ultra-exclusive hovering, four star accommodation of the Twilight Rooms. The 'Armageddon Hotel' franchise is popular with fugitives, as it operates a 'no questions asked' policy. A more legitimate traveller in need of a room for the night can book into one of the many Inn-on-the-Sked motels, or continue their journey aboard one of the Big Mo Travelling Taverns. Sitting at the bottom of the hotel strata, stackers are filled with tiny sleeping pods each containing one tenant and frequented by the dispossessed who have somehow managed to scrape together the 20 credits needed to rent a pod for a few hours.

The Maze

The abandoned ruins of the F. Lloyd Mazny Housing Scheme lie at the heart of Sector 50. The Maze was opened in 2094, boasting that it was the most advanced housing complex in the city. In an attempt to keep things 'interesting', Mazny had developed revolutionary new techniques including the animated Escher Hallways, looping Mobius Pedways and rotating Klein Plazas. Unfortunately, the tenants found they could only navigate their way around the Maze with the aid of computer-controlled signposts. Typically, within a week, every single signpost had been vandalised and even the maintenance droids sent to replace them disappeared, lost in the labyrinthe course ways. Unable to cope with monitoring ten thousand kilometres of constantly changing concourses, the Maze's master computer crashed, leaving the population alone to find their own way out. It took a year before the last resident managed to stagger out. The Maze remains standing, the adopted home of a small population of vagrants and mutants, but there are also many tales of alien monsters lurking down the twisting hallways, ready to pick off the unwary.

Landmarks

Academy of Law

Shaped like a giant Eagle of Justice, the Academy of Law is found in Sector 44. Also known as the toughest school on Earth, every street judge will have spent fifteen years of their lives within the walls of the giant complex, trained in all aspects of bringing justice to the streets of Mega-City One. Most cadets are inducted into the Academy at the age of five, carefully selected from groups of volunteers on special induction days. Prospective candidates must complete an examination, both physical and academic, to determine whether they have the potential to serve the city and the select few who are accepted say farewell to their parents. From this moment on, they are no longer citizens and have no family or friends other than the Justice Department. Some cadets will be clones, their gene stock carefully selected from the best and bravest judges of the past.

Whilst compu-teach droids and speed learn machines deal with conventional subjects such as reading, writing, mathematics and computer use for the first couple of years, grizzled veteran Judge Tutors teach everything else from combat techniques to interrogation and basic forensic analysis. Along with the many classrooms and laboratories, the largest part of the Academy is a vast mock-up of the streets of Mega-City One known as the Street Sim, where cadets practice their skills using live ammunition. Cadets rarely leave the Academy other than to go on the occasional field trip to witness various aspects of Mega-City life.

Academy standards are very high. Cadets who score less than 80% in any exam will be expelled and returned to their families though, by this time, rehabilitation to civilian life can be very traumatic. Only the very best cadets manage to graduate to rookie status and finally make the grade as a street judge.

Aftermath Square

Part of a massive collection of themed plazas located outside the Grand Hall of Justice in Sector 44, Aftermath Square is dedicated to the memory of the citizens and judges killed under the 100-day rule of the insane Chief Judge Cal in 2101. In the centre stands the Statue of Fergie, a brutish, sub-human resident of the Undercity who played a vital role in the final defeat of the tyrant. A more recent addition is a memorial to the Mega-City One dead of the Zombie War, the Judgement Monument.

Apocalypse Monument

Located at the very heart of Mega-City One, the Apocalypse Monument is dedicated to the four hundred million citizens killed in the Apocalypse War of 2104. Built to resemble a fifty metre tall mushroom cloud and emblazoned with the slogan 'Peace to All,' many of the more conservative citizens believe the structure to be in rather poor taste. The annual Apocalypse Parade concludes at the monument, where a minute's silence is held to remember the dead. A number of citizens who attend the parade are there to celebrate the start of the war rather than the end of it - with the harsh street fighting and constant action, it was the only time in their lives when they were not bored!

Empire State Building

Transplanted from New York (now the Undercity) before it was concreted over, the Empire State Building was once the tallest building in the world. For many years lack of interest from all concerned led to the historic building crumbling into ruin, as it was dwarfed by the nearby city blocks. By 2120, the building was in such a bad condition that a demolition order was placed but Otto Sump rescued the aged landmark at the very last minute. He spent a fortune on rebuilding and refitting the gutted building, restoring some of its former glory. Now a major tourist attraction, visitors flock to see re-enactments of historical events that were supposed to have occurred within. The favourite attraction is the 'Krong Klimb,' a gigantic robot ape slowly scaling the building's side.

Grand Hall of Justice

The central headquarters of the Justice Department, the Grand Hall of Justice sits at the heart of Sector 44. The Grand Hall houses the offices of the Chief Judge and the Council of Five, and is home to the central processing nodes of MAC. The Hall's levels are divided among crash dorms, senior judge offices, briefing rooms, TRI bays, the largest number of holding pens of any sector house in the city, medical and technical laboratories and vehicle parks large enough to house several H-wagons and Manta Prowl Tanks. Most of the Justice Department's command divisions are located in the Grand Hall, including Med, Tek and the SJS. The Grand Hall is also connected to the largest of five subterranean Tactical Command Bunkers, secure facilities acting as headquarters in the event of a major attack on the City.

The Grand Hall has become a tourist attraction, offering the Hall of Heroes, Judge Fargo's uniform and prototype versions of the Lawgiver and the Lawmaster. The Black Museum is an even more popular attraction, filled with artefacts salvaged from the criminals who have threatened Mega-City One throughout its tumultuous history, including Chief Judge Cal's brain, the remains of Mechanismo 5 and the living cloak of the necromancer Sabbat.

Martha Chesterton Memorial

Known simply as 'The Park,' the Martha Chesterton Memorial Park is one of the few remaining large areas of natural vegetation in Mega-City One and the only one open to the public. It was built shortly after the Atom War of 2070-71 by a rich industrialist, Chester Chesterton III, and dedicated to his wife who was killed in the conflict. The wily Chesterton ensured the Park's continued existence by stipulating in his Will that the Chesterton Foundation make a substantial donation to the Justice Department every year. Notorious as a haven for freaks and weirdoes, only a fool stays within the confines after dark. A multitude of urban myths have developed over the years, including rumours that Chesterton buried the majority of his fortune somewhere in the grounds, and a bizarre creature known as The Park Beast prowls within, eating unwary citizens. The Justice Department use the Park for a variety training exercises, affording teams of fifth year judge cadets their first experience of Mega-City life at its weirdest.

Moonray Tower

One of the city's tallest buildings, Moonray Tower, the headquarters of Moonray Display Inc, is also one of the least popular. Colossal lasers project images for profit onto the face of the moon, usually advertising for big business and corporations. The displays are limited to two hours a month but because they are spread over many days, spoil the view for romantics and moonwatchers. The city's moon worshipping cults such as the Loonies and the Selenites have launched terrorist assaults on the Tower to end its blasphemy. Dislike of Moonray Display Inc, is not confined to the Mega-City as the adverts remain a cause of disagreement between the governments of Mega-City One and Luna One.

Speakers Square

Located on one of the plazas of Justice Square, this is where citizens can go to speak their minds on any subject without fear of arrest. While most who participate do so to let off steam about trivial matters that annoy them, others, such as the Pro-Democracy movement, use the square as a platform to get their controversial views and opinions into the public eye. Listeners are normally on hand, interrupting and heckling anything that comes out of the speakers' mouths, pointing out inconsistencies in their arguments. Less popular speakers are pelted with synthi-fruit, or chunks of rockcrete in the case of the 'Necropolis Never Happened' League.

Statue of Justice

Unveiled to the public in 2099, the original Statue of Justice stood a little over 150 metres high and offered an unparalleled view over the city. Visitors flocked to the viewing areas located in the eyes of the statue to admire the view. In 2115, ex-judge Grice led an army of Titan escapees on a vendetta against the judges who had imprisoned them and one of his most damaging acts was to demolish the Statue of Justice. A new Statue was completed in 2117 but this time was built to house the Public Surveillance Unit headed by Judge Edgar. Tourists are no longer allowed access to the landmark's interior.

Statue of Liberty

Now little more than an ancient and broken relic, the Statue of Liberty is forever in the shadow of its close neighbour, the Statue of Justice, and is one of the few remaining constructions left from the pre-Mega-City era. The statue lost an arm when ex-Judge Grice destroyed the original Statue of Justice and, when it was replaced, the Torch of Liberty was recast without the ability to illuminate, interpreted by opponents of the judicial system as a symbol of the triumph of dictatorship over democracy.

White Cliffs of Dover

The White Cliffs were imported all the way from Brit-Cit to become one of the Mega-City's top tourist attractions. For a modest fee, sightseers can admire the impressive spectacle and take a walk along the coastline, or try to spot the bluebirds (actually small, flying robots – real bluebirds have been extinct for decades). Other attractions include a regular show performed by 'genuine' Brit-Citters including dancing chimney sweeps, singing academics and Pearly Kings and Queens. The cliffs are regularly scrubbed to repel air pollution and this attention to cleanliness often proves too much of a temptation to the legions of scrawlers who manage to deface the lower cliffside, despite the elaborate security measures.

Transportation

Once, long ago, Mega-City One's transportation system may well have had some logic behind it. Now, it has grown so complex that motorists brave enough to dare traversing the winding plasteen and rockcrete maze of meg-ways, skedways and boomways require navigational assistance from Mega-City Traffic Control. Even driving between locations within the same sector, often less than 20 miles apart, can be fraught with confusion and danger. As if the complexities of the road networks are not bad enough, average traffic speeds of 200 mph give little time for map-reading, which is why the Mega-City One Driver's Almanac suggests plotting the journey out before leaving home if the driver plans on ever returning'

Mega-City One has so many roadways built on top of each other that in some regions of the city, citizens are hard pressed when looking out of their city block window to see the sky for curving, swooping strips of blazing traffic rising above for thousands of metres.

Road Naming Conventions

All Mega-City One roads are identified with numerical codes but many are also given names to easily remember them by, such as the Lucille Ball Meg-Way, Mick Spaggit Skedway or the John Holmes Transit Stack Officially, the 'unit/sector' method is used to name roads though. The unit is the number of the road in that particular sector The sector is the number of the sector the road began from, or runs within. For example, Skedway 21/64 is the twenty-first skedway in Sector 64.

Other Transport

Twenty-mile long traffic jams and gridlock along a third of the city's skedways at any one time means that alternative transportation systems see heavy use of their own. Hover vehicles criss-cross the skies between the Meg-Ways, locked into strict cruise patterns to avoid mid-air collisions, though such accidents happen more often than they should considering the sophistication of the Hover Traffic Control computers. The city's dozens of hoverports handle long-range air travel, both within Mega-City One's own borders and intercontinental flights to other city-states. Kennedy Hoverport is the largest air traffic station, located close to the Atlantic Wall.

For intergalactic flights, Gus Grissom Spaceport in Sector 8 offers civilian jaunts to the outer-system colonies courtesy of Marple Spaceways and PanAstra Flights while heavy goods are transported aboard colossal space freighters owned by Interspace Corp. Sector 8 is a melting pot of human and alien cultures and it is here that normal Mega-City laws have been relaxed slightly to cater for the sector's wide social diversity.

Sky-rails are the third most popular transit option, travelling at speeds of 300 mph along monorail tracks, providing links to all major destinations. Most city blocks have their own sky-rail stations which enable a citizen to leave his apartment, drop down an anti-grav chute and step straight into a carriage. Train fares are fixed at 5 credits per sector no matter the length of the journey, so long as the citizen stays within the borders of the sector he began in. Long-distance travel adds another 5 credits per sector traversed. OACs get a concession if they display their eldster card reducing their fare to 2 credits a sector. Old as they are, sky-rail carriages are not in the best of condition and it is unusual to see a carriage that does not have seats missing or walls thick with graffiti.

Zooms are another, newer, train system employing maglev technology to attain a faster and smoother ride than the old sky-rail, achieving speeds of up to 500 mph. Prices are more expensive (10 credits per sector, 5 for OACs) but the zooms are kept in considerably better condition by teams of high-quality maintenance robots.

Pedestrian Traffic

There is still plenty of provision for citizens to get about on their own two feet. Pedways are public walkways linking city blocks and most other structures. Slidewalks or eeziglides are motorised pedways and all a citizen has to do is step onto the moving pavement and wait until the conveyor carries him across to the other side. Major pedways link together at crossways, often within by small plazas or parks.

Entertainment

Robots and computers carry out most of the work in Mega-City One. The most optimistic statistics put the human unemployment rate at a staggering 87% of the population, though some sectors have a figure as high as 98%. Even those lucky enough to find a job work an average of only two hours each week. With such a dramatic increase in leisure time, boredom is obviously a major concern for nearly every citizen.

While still at Megaschool, all citizens are encouraged to find a hobby to occupy their minds. While many choose to take up sensible and creative pursuits like painting or kneepad embellishing, others enjoy dangerous sports like bat-gliding or skysurfing. The entertainment industry is therefore vast and diverse, catering for the varying tastes of 400 million citizens.

Batting

A common sight in the skies of Mega-City One is the bat-glider, swooping and gliding around the tops of the city blocks, kept aloft by a tiny lo-grav unit strapped to the glider's chest with two wings providing stability. Batting is not as easy as it looks and citizens must undergo a six-month training course before they can take to the air. Unfortunately, a great many lack the patience or the inclination to learn - novice bat-gliders can sometimes be seen plummeting uncontrollably towards City Bottom. Bat-gliders are required to keep to the designated batting zones at all times, well away from airborne traffic and other aerial hazards. A popular practice was the sponsored bat glide, whereby a large group of virgin bat-gliders take to the air, accumulating credits for each minute that they manage to stay aloft.

Clubs

Every Sector has many downmarket nightclubs such as 'The Rabbit Hutch' and exclusive, expensive skankeries such as 'Planet Airhead.' The usual Mega-City clubs are bars with huge dance floors and a vid jock equipped with the latest tunes but, as can be expected in a city of 400 million, specialist and exotic clubs are not difficult to find. Blight clubs (also known as Ugly Hops) are frequented by 'uglies,' devotees of Otto Sump's 'ugly' fashion craze. Following the imposition of a one thousand credit tax on all ugly products, the blight clubs have been forced to cater to a smaller but devoted clientele. The 'Ugly Young Things' and new age 'Hideous People' shoogle their boogle in the dance cubes and a single drink can cost as much as an average citizens welfare payments for a whole week. Otto Sump himself sponsors the Ugly Bugs Ball, an annual competition to determine the 'Ugliest Ugly of Mega-City One,' the prize being a year's supply of ugly preparations. On the other side of the club spectrum are the Palais-de-Bops, catering for every conceivable mode of dance including 'flydancing,' where dancers wear adhesive shoes enabling them to shake their stuff on the walls and ceilings.

Costa Del Meg

Following the destruction of Mega Miami during the Apocalypse War, the Costa Del Meg is now Mega-City One's number one holiday resort. A seventeen-mile long strip of beach squeezed between the East Wall and the polluted waters of the Black Atlantic, the Costa Del Meg comprises funfairs, nightclubs and cheap hotels. The judges are more tolerant than usual, understanding that the citizens' annual holiday to the Costa provides a much-needed break from the daily grind of existence. The Costa's beaches consist of chemical sludge and the waters of the Black Atlantic are lethal, so citizens must keep their special holiday chem-suits zipped up at all times.

Dramarena

Capable of seating half a million people, the Dramarena is a colossal open-air theatre. The circular stage is comparatively tiny compared to the size of the audience. The Dramarena's acoustics were disrupted by a terrorist explosion during the Christmas Play in 2108, meaning that citizens sitting more than ten rows from the front are completely incapable of hearing the performance without audio headsets.

Dream Palace

While the average citizen has to make do with ordinary dreams that fade with the morning alarm clock, the richer classes can visit the exclusive Dream Palaces. With the aid of a Total Relaxation Inducer, coupled with charged electron bombardments, dreamers can experience their greatest fantasies whenever they want and have them recorded onto a Tri-D slug to treasure forever. A less expensive alternative is one of the back street 'dream parlours' run by racketeers and mobsters as a front for their more questionable services. Dream parlours employ obsolete or unpredictable equipment that produce inferior dreams and run the risk of inflicting brain damage or psychological problems upon the user.

Gambling

Nearly all forms of gambling are illegal in Mega-City One and even the many Tri-D game shows have to ensure a contestant can only win using their own skill or knowledge rather than relying on luck or chance. The weekly Megalot is the only legal gambling event. Most citizens buy themselves a 10-credit ticket, dreaming of matching the 10 numbers correctly despite the massive odds against them. Once a year, the Megalot holds a 'Billion Cred Bonanza.' The colossal prize frequently causes mass hysteria with citizens selling everything they own in order to finance the purchase of more lottery tickets.

Other citizens are prepared to flaunt the Law and visit an illegal bookmaker to try their luck. Gambling addicts are prepared to gamble on anything from a couple of credits on a back street craps game or the Superbowl, to taking out huge loans to wager on robot fights. Events specially run by the underworld take advantage of the chronic need some punters have to gamble. A particularly odious event is 'rat-baiting,' held in specially constructed arenas along City Bottom. The punters gamble on the outcome of a battle to :he death between two or more pit-rats selected from the packs of mutant vermin roaming the cardboard cities.

Illegal casinos and gambling clubs thrive. The bizarre card game of Tabloo is a favourite but it is a brave citizen who is prepared to try their luck at the incomprehensible games of Fizbin or Go Johnny Go Go Go Go! Others choose to gamble on animated board games such as Take Tower or Robopoly.

Bingo remains very popular among the elderly and many OACs became addicted to the game before it was made illegal in the mid 21st Century. There are always criminal elements willing to exploit their weakness. With games usually taking place in ruined blocks or in the back rooms of their eld-shelts, many bingoholics live to match their numbers and shout out 'block!' to win some small prize. For some poor dears, the excitement of winning is all too much and they perish from sudden heart attacks!

Love Boat

Built to resemble an ancient cruise liner, the Love Boat is a hovering hotel that caters exclusively for honeymooning couples. The Love Boat follows a two-week cruise around the more scenic and romantic parts of the Mega City, taking in sights like the majestic Errol Flynn Block and the White Cliffs of Dover. The white-uniformed steward droids ensure that a perfect romantic atmosphere is maintained at all times.

Mega-City 5000

This illegal motorcycle race somehow manages to be held every year between 5000 of the world's toughest bikers despite the judges' best efforts. The competing bikers race down Mega-City One's east coast, stopping for nothing and nobody.

Mega-City Chamber of Horrors

Visitors can watch a variety of animatronic android re-enactments of ancient crimes like the Jack the Ripper murders, the Sweeny Todd cutthroat crimes and the Hunchback of Knotty Ash.

Megaplex

The Megaplex is based in Sector 7, where citizens can pay to send their juves to keep them occupied during the long summer break from Megaschool. There are a variety of closely monitored activities on offer. Those wishing to be the next Dak Goodvibes or Chopper can attend 'Surf Camp.' The less adventurous can spend the whole time watching and debating sci-fi flicks and writing computer programmes at 'Nerd Camp', while others can confront their natural deformities or personal hygiene problems at 'Ugly Camp'. Popular among the young fatties is 'Fat Camp' where they can stuff their faces while learning about the various flab-sports and occasionally, skinny juves are sent to Fat Camp in order to gain a measure of extra weight as directed by concerned parents. The Justice Department operates two camps of its own - 'Camp Pal' entertains the young members of the 'Judge Pal Club' where they are trained in surveillance techniques enabling them to snitch on their friends and family to Judge Pal himself. Psi-Division runs 'Psi-Camp', where juves with psi-potential are appraised and trained to control their powers. The more promising students are inducted into Psi-School.

Megathon

The annual cross-Mega-City marathon is a colossal event that regularly attracts 4 million contestants keen to attempt the fortnight long run across the entire city from north to south. However, the average citizen is barely fit enough to walk across a room, never mind jog - less than 0.001% of the original competitors reach the finishing line and some are never seen again!

Multimedia

Millions of citizens spend every waking hour glued to their Tri-Ds (three-dimensional televisions) and particular favourite viewing choices are the quiz shows. Notable quiz-vids have included 'You've Been Fingered' (citizens inform on their neighbours for big cash rewards), 'The Density Factor' (stupid questions for stupid contestants) and the incredibly tedious 'Many Questions,' taken off air before the end of the first episode, managing to achieve negative viewing figures! Human-interest shows are also a big draw, if only to reassure the viewer there are citizens who are more miserable and worse off than they are. 'Just Plain Stupid' showcases Mega-City idiocy whereas 'Pits of the World' makes Mega-City One look like a pleasant place to live. 'Who Gives a Damn What You Think?! is an obnoxious vid-in hosted by Raymondo Tosser. The Justice Department also produces a variety of programmes intended to discover hidden crimes among the Mega-City populace, ranging from 'Crime Call' to 'Face the Judge'. The colourful cartoon 'Judge Fudge and his Pals' caters for pre-school juves, introducing them to law and order at an impressionable age.

The Mega-City movie industry has suffered badly in competition with Tri-D and virtual reality but hundreds of films of varying quality continue to be released every month, playing in holotheatres and hov-ins. Most are mindless entertainment, comedies like 'Bleeding Heart on my Sleeve Babe 27' and action flicks like 'Attack of the Pumping Colons.' The modern industry no longer has any stars to speak of, for actors of the ability and charisma of Conrad Conn and Rocky Vollo are long retired or dead, replaced with the pretty but vacant Brick Bridges and Johnny Handsome. On the flipside of mainstream entertainment lurks the 'Vi' industry, producing films and Tri-D depicting real acts of explicit physical violence and bodily torture like 'Death Snatch', 'The Sappy Valley Massacre' and 'Guts and Garters'.

Magazines survive in the 22nd Century in electronic format as vid-zines published on the Megaweb. Now the cheap and cheerful entertainment market has moved away from the 'web and found a home in interactive Tri-D sets, the Megaweb has dedicated itself to more serious and upmarket issues such as news (Mega-Times, Mega-City Standard, Morning NewsFax) and specialist genres (Eldzines for OACs, 'Megapolitan' for the business-cits, 'Homes & Humes' for the trendoes, etc). The largest publishing house in Mega-City One is Big-1, one of the few businesses to continue to produce actual synthi-paper books and magazines. Big-1 also produces most of the city's legal comic books (violence removed). The editors receive hundreds of art submissions every day from citizens who fail to realise that art droids do all the work.

As with most types of media, sleaze and illegality find a way to invade the vidzine market too. Back street dealers sell Vidzines in slug format that are then slotted into slug-readers translating the data into magazine-sized images. Any citizen who finds copies of '101 Actual Killings', 'How to Dismember a Close Friend' and 'Torture Magazine' is required to hand them over to the nearest judge immediately.

Museum of the Mega-Olympiad

Located in the colossal Olympic Stadium in Sector 44, visitors can marvel at the statues of previous Mega-City One Olympic heroes, watch holotapes of their greatest triumphs or admire the portraits of sportsmen who died during the games. A small hall devoted to mementoes and artifacts left over from old events attracts a small but steady crowd. One interesting exhibit is 'Explosion in a Bus Q' sculpted by Jacob Sardini for the animated Human Taxidermy event. The piece only won a bronze medal but the workmanship and placement of the controlled explosions remains breathtaking.

No-Grav Baths

Popular meeting places for Mega-City socialites, business people and gangsters. Powerful gravity neutralizer allow the visitors to float freely, 'swimming' without water while being cleansed by sonic jets positioned along the walls and ceilings.

Robot of the Year Show

Originally little more than an annual industrial trade event for megacorporations to demonstrate the latest developments in robotics, by 2099 the Robot of the Year Show had become a huge, multimedia event. Interest in robots had become intense due to technological advances enabling robots to become sentient. Unfortunately, with intelligence came resentment towards their human masters and the First Robot War broke out after which the show was suspended for several years. Despite modern robots possessing less autonomous control and intelligence than their 21st Century counterparts, a Second Robot War took place in 2121 when the crime lord Nero Narcos turned millions of robots against the judges. The Robot of the Year Show has not been held since, fearing threats from anti-robot protest groups like the Neo-Luddites.

Shopping

Every post-atomic city block has a shopping mall (shoplex) that can take up several floors. Lazy citizens can shop through their Tri-D set on the home shopping network 'Vid Mark', but those more willing to travel can visit city block-sized department stores like the Mosgrove & Thung chain, or spend a night at the Shoppera. An essential part of daily life, shopping has become a hobby for a great many citizens. These shoppaphiles are unable to pass a shop without buying something, no matter how inappropriate or useless. Many shops take advantage of this and employ hustlers to persuade shoppers to buy up old or useless stock, cajoling passers-by and shaming citizens who are prepared to head home with money still in their pockets.

Skysurfing

Sometimes known as powerboarding, skysurfing is a pursuit that demands great skill and concentration. Skysurfers fly across the city on powerboards, similar to the pre-atomic surfboards but fitted with an anti-gravity drive and fast jet motors. Skysurfers are expected to keep well away from air traffic, road networks and pedways, but while many juves are content to go skyspugging around the city block, others are prepared to put in months of practice, able to perform breathtaking and spectacular manoeuvres. The Supersurf is an annual skysurfing race that takes place in Oz, attracting many would-be surf-stars from the Big Meg.

Smokatorium

Smoking in public was banned in Mega-City One to save credits wasted on healthcare and, in later years, the sale and possession of tobacco was made illegal. This left millions of nicotine addicts without their fix. Smokatoriums were constructed to allow them to smoke without harming their fellow citizens or the environment and hefty taxes imposed on the service are sucked in by the Justice Department in return for allowing the facilities to remain open. Smokers sit in crowded rooms, puffing away inside sealed helmets to prevent others from inhaling their smoke. Naturally, the criminal underworld has its own version of the Smokatoriums called 'smoke-easys,' concealed bars where perps light up and enjoy a drink in relative safety without the restrictive helmets.

Sports

The 22nd Century is home to an amazing variety of sports. American Football has evolved into 'Smashball,' whereby two teams of cyborgs beat the drek out of each other. 'Pinboing' players try to maximise their scores by manoeuvring themselves across giant Pinboing tables. 'Jetball' is airborne basketball evolved from the once-popular 21st century Aeroball. 'Shuggy' is a snooker-like game played in shuggy halls and the focus of annual shuggy championship matches. 'Flab Sports' involve hyper-obese fatties trying to consume more food than their rivals. 'Blockleaping' takes on many forms, most commonly trying to hit a small net many hundreds of metres below, or jumping from one city block to another close by. 'Ultimate Driving' was a poorly conceived concept, pitting hotrodders against the judges. The organisers should have realised that the roads of Mega-City One are far too congested to entertain long-distance chases!

Some citizens learn fighting styles or martial arts as a hobby, but the Justice Department strictly licenses and monitors every gym or dojo. Those who become proficient can compete in televised boxing and wrestling matches, though less easily satisfied citizens with a thirst for unbridled violence may seek out underground fighting dens where brutal contests are played out to large, bloodthirsty audiences. Traditional fighting sports like bare knuckle fighting exist alongside 'bite fighting', two combatants tearing at each other's flesh with razor-sharp teeth, their hands tied behind their backs.

Crazes

Combine a city of 400 million bored citizens with 22nd Century technology and you have an explosion of oddball leisure pursuits unrestrained by physical and moral limitations. While many 'hobbies' are quite benign and are contained within small areas of Mega-City One, others break out into fully-fledged crazes and fashions. Most of these social insanities are intense but short lived dying out as their practitioners latch onto the next 'big thing' or the Justice Department slaps a ban on it to restore some semblance of social order.

Block Climbing

Scaling the heights of one's own city block or other tall structure, staring death in the face equipped only with sucker boots and gloves, brought out the city's thrill seekers who became known by the press as the 'spidermen'. Faulty climbing equipment bought from back street survival stores brought the craze to a standstill and increased Justice Department sky patrols around the most popular blockclimbing landmarks have created an obstacle that even the most determined spidermen would be hard-pressed to surmount.

Boinging

Boinging is a craze that has refused to die and is just as popular in 2124 as it was when the miracle plastic was first marketed in 2101. Citizens spray themselves with the fantastic ultra-elastic plastic Boing®, which swells on contact with air to transform them into human pinballs. The Palais-de-Boing® offers an ideal place for a citizen to bounce to their hearts content. More adventurous boingers can try their luck on the Pinboing tables and attempt to obtain the elusive title of Pinboing Wizard. Others are only satisfied by the ultimate thrill of the outdoor Boing®, jumping off of the tallest city block they can find and bouncing around the city, causing property damage and loss of life until they are either stopped by a judge's incendiary bullet or they accidentally Boing® right out of the city. Outdoor boinging carries a prison sentence of 20 years.

Couch Potatoes

A weird hybrid of potato plant and living humanoid tissue, couch potatoes were marketed as home companions. The creatures drew their life energies from radiation emitted from Tri-D screens, growing larger and developing a small degree of sentience, able to parrot phrases culled from any programme there were subjected to. When the couch potatoes began to extend tendrils and start feeding off their owners, the Justice Department discovered the creatures had developed a low-key psi-talent capable of influencing the minds of the more dull-witted and easily suggestible of citizens - in other words, about two-thirds of the city's population! All couch potatoes were removed from Mega-City One and incinerated in Cursed Earth pits.

Custard Pie Throwing

A simple pleasure for simple people, the ancient art of custard pie throwing took off in a big way in Mega-City One, with street gangs blasting their victims with synthi-custard instead of mugging them and block wars fought with strong throwing arms and pie cannons. At first, the craze appeared to be nothing more than harmless, if messy, fun but not everybody enjoyed having brand-new clothes covered in yellow gunk. Once the disputes broke out, with fists and guns replacing pies, the Justice Department put an end to yet another craze.

Fashion Flowers

When implanted beneath the skin, fashion seeds fed on a small portion of the body's energy stores to blossom into a thick covering of foliage and flowers. Nobody could disagree that the fashion flowers were a pretty sight but they left their 'owners' unable to wear any clothing and vulnerable to infestation from Mega-City insect life. Some citizens developed the 'Eden' complex, believing themselves to be not humans but gardens. They spent their time lying still under the sun, watered by concerned family members until the block psychologist locked them away for rehabilitation.

Fatties

The cult of flab began as a by-product of the 'ugly' craze back in 2102 when a weight-increasing product called 'Flabbon' first became commercially available. Flabbon offered lazy citizens the chance to take part in a craze of their own that did not demand any effort other than eating. Within months, a new sub-culture had flopped into the limelight, unimaginatively nicknamed 'fatties.' These champion scoffers were so obese that they required belliwheels to keep their gargantuan stomachs from dragging along the floor. Fatties spent their days eating and drinking, dreaming of the day when they might have gained enough weight to compete in the Intercity Eating Championship where gut-busting fatties like Tony Tubbs have weighed in at a staggering two tons!

Instant Fuzz

Spray-on body hair cured baldness and hid obesity and other undesirable physical features from the public eye, replacing them with thick, multicoloured pelts. Not surprisingly, Instant Fuzz was not always used responsibly and it became a key ingredient in a troublemaker's survival kit. Sprayed directly onto a citizen's face, the rapid hair growth would blind and suffocate.

Kneepads

Easy and comfortable to wear, affordable and available in thousands of colours and patterns, the venerable kneepad is a standard fashion accessory even for those who do not consider themselves trendoes. One of Mega-City One's richest businesspersons is the 'kneepad baron' Jackson Pusey but his success landed him in trouble with the judges when his wife was kidnapped and Pusey paid the ransom - he was sentenced to 5 years for incitement to further kidnappings !

Scrawling

Graffiti is as old as the Statue of Liberty but the art of scrawling (as graffiti is known in the 22nd Century) took on a new dimension during the summer of 2103 when Chopper (also known as Marlon Shakespeare) challenged the robot scrawler supremo known as the Phantom, their goal to deface the largest and most important landmarks in the city, culminating in the Statue of Judgement itself. The Phantom threw himself off the Statue rather than surrender to the judges while Chopper himselfwas thrown into an iso-cube. Scrawling continued to be an eyesore but it would never again be quite as spectacular.

Smart Sweets

Following on from the success of his 'ugly' craze and the relative failure of 'Gunge', entrepreneur Otto Sump marketed Smart Sweets, claiming that they could increase the intelligence of those who ate them. Naturally suspicious, the Justice Department analysed the sweets and discovered that they were no different from any other confectionery. Sump was forced to re-brand the sweets. The consequence was drastically reduced sales and eventual bankruptcy for Sump.

Spugbug

A popular party game whereby drunken participants called up citizens at random from the Citizens' Directory and tried to trick them into performing demeaning acts by feeding them lies. Several heart attacks and scores of angry complaints later, the Justice Department implemented improved track and trace computer systems to tail the malicious calls back to their source and end the spugbug craze.

Ugly

Otto Sump was the ugliest man in Mega-City One, so ugly that his own mother abandoned him on the steps of a face-change clinic! Sump's hideous countenance won him 60 million credits from his appearance on 'Sob Story' that he put to use opening a chain of beauty parlours. However, the treatments transformed the customers into freaks just like Sump himself. Instead of being forced to shut down, Otto Sump's little business attracted citizens who had seen and liked the unpredictable results of his 'beauty products'. A new fashion craze – 'ugly' – came into being. Despite a 1,000 credit tax imposed on the ugly products, the demand for Otto Sump's anti-beauty sprays and rub-ons has persisted on a smaller scale. Gangs of punks called 'Puglies' steal money to pay for their own, exclusive uglification treatment.

Umpty Candy

Umpty Candy is harmless confectionery but one particular brand, Uncle Umps, proved too good to be true. Though this infamous confectionery was a short-lived phenomenon, its effects are still being felt twenty years later. Uncle Umps was like no other sweet – only an Umpty addict. Within days, thousands of citizens were buying up entire stocks of Umpty wherever they could find it. When some of the judges began to manifest symptoms of Umpty addiction the sweets were analysed and, whilst technically legal, were discovered to be the most addictive substance on Earth. Umpty was immediately banned and remaining stocks destroyed while Uncle Ump, the candy's creator, was exiled into space. Not long afterwards, the Mega-City Jong criminal family tracked Ump down and forced the candy recipe from him before dumping him out of an airlock. With her new-found knowledge, Ma Jong established an Umpty black market, pedalling the drug as a fine powder. Long after Jong's death, the Umpty trade has spread across the globe.

Food & Drink

Most of the food eaten in Mega-City One is synthetic in origin, derived from chemical compounds grown in city block-sized vats or reconstituted from recycled waste products. Synthetic produce has actually increased choice, presenting diners with foodstuffs that could only have been dreamt of a century earlier. Designer foods allow manufacturers to make food that is tasty, filling and nutritious in a single package. Popular foods include Bleenies, Chunkies, Elzweltz, Freezy Whips, Grool, Grotpot (in various bizarre flavours), Hagburgers, Hagdogs, Hagfries, Hotties, Krispy Snake-Rings, Meatish pie, Mockburgers, Moonz Boonz, Munceburgers, Non-meatish pies, Synthi-broth and Synthi-pizza. The head-shaped fruit of the Munce plant is an essential component of most Mega-City foods, grown intensively in Cursed Earth agri-farms and then imported into the city, deconstructed and transplanted into complex chemical matrices. Munce is highly versatile and can be distilled into both food and drink - it is the agent that makes synthetic food taste like real food. Munce is also a brand in its own right, marketed by Amalgamated Munce. Munce Gum is a popular confectionery, as is Munska, a sour liquid concoction best consumed after one is drunk to really experience that 'Magic Munska' tingle.

Human nature being what it is, some still drool after the days when one could suffer the thrill of heart disease and obesity (guaranteeing increased Welfare payments), very difficult when one's diet is engineered to prevent those very problems. Illegal home synthesisers can whip up truly fatty snacks in minutes providing that the citizen has first managed to procure the expensive raw ingredients from the local grub-pusher. Technology can also come to the aid of the would-be fattie, with appetite stimulants like Podgedrine and metabolic suppressants that can counteract the weight-regulating properties of modern synthifoods.

Garbo Edibles, Sunshine Synthifoods and Amalgamated Munce rank among the most powerful food manufacturers in the Americas. Down the food chain, fast food franchises are found on almost every street corner and city block plaza. These include Burger Me, Burgostop (a floating hov-through), Chuck Chicken, McCruds, Pizza Hovel and, Shapiro's Kosher Hottie House.

Beverages come in as many varieties as food. Alcoholic drinks are legal but only for those who have been genetically-screened by their block doctor as 'alky-tolerant' (alcohol will not affect their behaviour or health too adversely). Conversely, sugar and caffeine are illegal, both stimulants likely to incite excitable behaviour. Popular drinks include Bananarak, Doomlager, Dweebo, No-caf, Old Spleen, Shampaine, Soy Cola and Synthi-caf.

Organisations

A citizen who is able to find himself an interest in life will quite naturally want to get together with other citizens who share similar interests. In a city as diverse as Mega-City One, there are thousands of clubs and organisations, each with their own aims and objectives. Some of these are Justice Department approved and organised to keep the citizens out of trouble - every city block has it's own 'job club,' where a citizen can go to scan the Megaweb in a largely futile attempt to find a job. The 'Unemployment Club' conversely, is where they can spend the long days scouring the block classifieds for local, unpaid activities to keep them entertained. Some, like the 'Pals club', provide a valuable resource for the Justice Department.

'Vid clubs' are extremely popular organisations and are devoted to Tri-D shows, particularly the soap operas. The latter may have millions of members, ranging from the mildly interested to the insanely fanatical. Intense rivalry flourishes between these groups, sometimes culminating in physical violence, though most of these 'anorak packs' are usually content to try to outdo each other by reciting trivia and statistics about their chosen obsession.

There are thousands of political parties. Among them are pro-democracy agitators who challenge the right of the Justice Department to govern their lives. Most parties are trivial and inconsequential; main candidates in the four-yearly mayoral elections usually come from groups such as the Ugly Party, the Sensible Party and the Silly Party, with others like the Wild Party and the Party Party coming near the top of the polls. Though the mayor has relatively little administrative power, the promise of public exposure is enough to generate a flood of candidates.

No society would be complete without criminal organisations. The scum who enjoy sufficient power (and alibis) not to have to hide from every judge patrol that passes by spend a few hours of the week at the local Badfellows (over 400 lodges citywide). Entertained by exotic dancers amid high stakes in the Pacino Casino, or drinking the night away in the comfort of the Greenstreet Lounge to the strains of Fink Senattra, the cream of the Mega-City underworld trade secrets, hatch new scams and size up their competitors.

Detailed here are some of the more notable Mega-City One organisations active in 2124.

The Ancient Order of Freeplumbers

No one remembers exactly how or where the Freeplumbers were established. Some say they are the remains of an ancient order of religious knights formed during a conflict in the Turkish Empire, others maintain they rose from a group of inbred Brit-Cit eccentrics in the 20th Century. The Freeplumbers are a vast and diverse group, with a lodge in every sector. While most Freeplumbers are ordinary citizens who meet once a week to take part in a series of ridiculous rituals, the secret inner council, the Rubix Chapter, has members selected from positions of power and prestige, bound by Freeplumber law to help their fellows to achieve their goals, and by their success furthering the Order's own agenda. The Justice Department keeps a close watch on the Freeplumbers, suspicious of any organization that claims it only exists to help Mankind.

Apocalypse Cults

Mega-City One is regularly beset with major disasters that leave thousands, or even millions, dead. The survivors are left traumatised and must cope with their grief and loss in their own way. Some become obsessed, forming groups to forever relate the traumatic events that caused them to come together, only serving to perpetuate their misery. Others, such as the Daughters of the Aopcalypse, adherents to nuclear war fanaticism, discover they enjoyed the experience of 2104 so much that they wish to rally another war! Whilst most try to prove that the disasters never occurred in the first place.

Citizens Morals Committee

The largest and most vocal of the city's watchdog groups, formed with the co-operation of the Justice Department to discuss trends and movements among the populace that may constitute a contravention of basic moral principles. With at least one judge appointed to the Committee, the CMC has the power to instantly ratify any decision taken to outlaw any social activity that is considered a dangerous, destabilising force.

FAF

The Fat Abolition Front was set up in response to the activities of the League of Fatties shortly after the Apocalypse War. Hungry fatties were taking extreme measures in order to obtain more than their fair share of food rations. In order to satisfy their massive appetites, they raided food convoys and storage depots, depriving ordinary citizens days' worth of food. The FAF rose from the DP camps, their mission - to eat the fatties before the fatties ate the city! The judges took a very dim view of this idea and the FAF was quickly stamped on. The food shortages are long gone but the FAF remains in the form of militant groups intent on sabotaging the major flab sport events.

Mega-City Animal Liberation League

A rather misguided collection of idealists, the Mega-City Animal Liberation League is often found picketing outside the city's last few zoos, demanding that the exhibits be returned to the wild. Occasionally, the League launches an attack to free some of the animals, releasing them onto the streets of Mega-City One, only to see their charges shot by the judges or killed on the Meg-Ways.

Pals Club

Young citizens are encouraged to join the Pals Club (The Fun Way To Inform!), an idea initiated by Jura Edgar, the former head of PSU. Juves can gain 'Pal Points' by providing information about any criminal activities carried out by their neighbours, family and friends - the more serious the crime, the more points awarded. Points can be traded in for anything from the latest musi-slug to a brand new powerboard. The more patient pals can build enough points to win training in advanced surveillance techniques at the Camp Pal dome inside the Megaplex. Judge Pal is the public face of the Pals Club, a synthetic character whose messages are programmed by PSU operatives.

Pro-Democracy Movements

The most vocal of all the political organisations, the Pro-Democratic Movements (more commonly known simply as the 'Dems') demand the removal of the Justice Department from power and a return to the democratic principles of the past. While most groups, including the Democratic Charter, the Democratic Coalition, the Freedom League and the Sons of the Constitution, were content to demonstrate peacefully and attempt to persuade the judges to step down voluntarily, others were more violent in their efforts, like the judge-killing organisation Total War. The Democratic Movement's activities came to a head in 2111 when a vast protest march, two million citizens strong, converged on the Grand Hall of Justice. Chief Judge Silver authorised Judge Dredd to stop the march by any means necessary. Dredd successfully undermined the protest, resulting in an embarrassing fiasco for the Dems. Following the Necropolis when the judges slaughtcrcd 60 million citizens under the influence of the Sisters of Death, a vast referendum was held, its question - should power continue to lie with the judges, or the democrats? While it was obvious that the majority of the citizens did not care one way or the other, the vote turned out in the judges' favour.

Religious Groups

The official religion in Mega-City One is the Church of Grud the Avenger, a bizarre combination of Christianity and aspects of 20th Century popular culture founded on the principles of the Original Holy. Bishop Desmond Snodgrass represents the Church, but his status as a simp does more harm than good for the cause.

There are a multitude of cults, founded on all manner of icons from a charismatic pongo after an easy credit to the downright bizarre like the Branch Moronian cult, who are so devoted to the idea that 'ignorance is bliss' that they undergo a series of lobotomies until their intelligence ranks alongside a munce plant. The Sisters Of Grud are not affiliated with the Church of Grud but an order of females who celebrate celibacy by stealing cars and taking drugs - anything to take their minds off men!

Sponts Anonymous

'Sponts', or Spontaneous Confessors, are a major headache for the judges. Overcome with feelings of existential guilt, certain citizens feel compelled to unburden themselves by confessing to a multitude of real or imaginary crimes whenever they encounter a judge. Sponts Anonymous is an organisation set up to try to aid the unfortunate sufferers, holding counseling sessions intended to boost a spont's willpower so that they can resist the temptation to confess to future, imaginary felonies.

Disease, Fire & Radiation

The citizens of Mega-City One face dangers every day of their lives, from simple muggings to multiple pile-ups on the fast moving Meg-Ways. There are many, many different ways for a citizen to die in Mega-City One but few are as insidious as disease, fire or radiation.

Whenever a character is exposed to a disease, as listed under its infection type, a Fortitude save must be made. Success will result in the character's immune system effectively fighting off the infection. If the Fortitude save is failed, the disease will incubate for the duration listed under its description before dealing damage. At this point, the character must make a Fortitude save every day or suffer the effects of the disease. If he manages to make two successful Fortitude saves in a row, he has successfully recovered from the disease and it will affect him no longer.

Diseases may be cured through the use of a medipack and the Medical skill. Whenever a character makes a Fortitude save after a disease has been contracted, another character may also make a Medical check. The diseased character may use the higher of the Fortitude save or Medical check in order to successfully resist the effects of the disease.

African Mush Lung

When Pan-African InterCon Flight 211 crashed in Mega-City One's Sector 13, all that was thought to be damaged were the crates containing manganese nodes for the construction industry. Four days later, a highly infectious disease broke out among the slabwalkers of Sector 14's Squid Row, transmitted to dozens of clients, African Mush Lung had managed to breach the city's strict decontam controls and was fast taking a hold. Med Division flew a vaccine in from Simba City because the disease was to that point unknown in the western world and untreatable with conventional medicine. By the time that the vaccination program was in place, most of the slabwalkers were dead, their lungs dissolved into sludge by the disease. A handful of their customers were saved because they were prepared to confess their illicit activities rather than suffer the same fate but many others died hiding their shame from their families until the autopsy results. African Mush Lung persists among red and amber light districts and is nicknamed the 'getting on' disease. New strains are developing, immune to the standard vaccine.

African Mush Lung is transmitted through saliva from one mouth to another. The bacterium works its way down the trachea and into the lungs where it feeds on the lung tissue, breaking it down into liquid waste products. The sufferer manifests increasingly severe symptoms of coughing and retching, acting to spread the contaminated saliva to others.

Infection: Inhaled.
Fortitude DC: 16.
Incubation: 1 day.
Damage: 1d6 Con.

Creeping Buboes

This unpleasant skin condition was brought into Mega-City One by a failed helltrekker. It quickly infected a number of the city wall judges and then passed onto a pack of dog-vultures when they attempted to take bites out of the stricken judges. The dog-vultures flew deeper into Mega-City One until they were shot dead by a Citi-Def unit out on target practice. Their corpses fell onto City Bottom where the disease spread to juves examining the birdlike bodies. It did not take long for the disease to infect a quarter of the city's population. Though curable with antibiotics and a speedheal session, the Creeping Buboes are an extremely unpleasant condition to have to endure for any length of time. The first symptoms are a rash of brown spots covering the body, starting at the feet and working their way towards the head. The spots blister over a period of days and then form large, painful pustules. A quantity of the infected matter leaks into the bloodstream, causing the sufferer to experience fatigue and nausea. Twenty-four hours after the pustules have formed, they dramatically explode, spreading contamination up to ten feet. Unless the sufferer is cured before the pustules form, he will be badly scarred for life. The standard medical cure for the disease will not prevent the sufferer from contracting it again at a later date.

Infection: Contact.
Fortitude DC: 18.
Incubation: 1d3 days.
Damage: 1d2 Con.

Grubb's Disease

Named after former City Mayor Jim Grubb, its most famous victim, Grubb's Disease was a major threat to the post-Apocalypse War survivors. By all accounts, the disease originated around a rad-contaminated sludge-pit in the former Sector 1 where crops of mushrooms fed on the sludge and mutated into a parasitical contaminant. The first victims were a group of tramps who were infected by spores released from the mushrooms. The spores attached themselves to the tramps' skin and began to grow. Soon, they had not only covered the entire epidermis but had also invaded bodily orifices and spread internally. Within hours, the host body was transformed into a bag of nutrients for the mutant fungi. When the host's useful minerals were all digested the fungi died, releasing a cloud of spores with which to infect others. Grubb's Disease was thought to have been wiped out back in 2104 by vaporising the culprit sludge-pits, but the occasional case persists to irritate Med Division. Grubb's Disease remains incurable. The only way to contain it is by quarantining the victims until the disease takes its course, killing them and releasing spores which die after twenty-six seconds without locating a suitable host.

Infection: Contact.
Fortitude DC: 20.
Incubation: 2d6 hours.
Damage: 1d6 Str.

Rad-fleas

The first plague of rad-fleas originated back in 2104 when a group of common fleas rapidly mutated from exposure to Apocalypse War radiation in the old sector 500. Virtually indestructible, the rad-fleas cause unending, itching torment for the host organism. Only the stench of raw munce can repel their horrid advance. Sector 500 was summarily nuked a second time to wipe out the rad-flea infection, though the fleas that escaped the munce have continued to thrive among dummies and sub-humans.

Infection: Contact.
Fortitude DC: No save permitted.
Incubation: 1d6 minutes.
Damage: Victim becomes stunned until cured.

Fire

In mile-high city blocks housing over sixty thousand citizens, the threat and danger of fire are very real, for a raging inferno can quickly consume countless lives. All fires in Mega-City One are characterised by their size, as detailed in the Fire table. If a character is exposed to a fire, he must make a Reflex save, as shown on the table, in order to avoid catching fire and taking damage. In order to be successful in this saving throw, the character must be free to move and able to travel immediately to an area not affected by the fire. If he fails the Reflex save or is unable to move out of the fire's reach, the character will automatically catch fire and suffer the damage listed in **Table 10-1: Fire**. Fire damage is considered to ignore all Damage Reduction for characters but not for vehicles or robots.

Table 10-1: Fire

Fire Size	Damage	Reflex save	Example
Tiny	1d3	10	Candle
Small	1d6	12	Camp fire
Medium	1d6	15	Burning citizen
Large	2d6	16	Burning ground car
Huge	3d6	18	Crashed mo-pad
Gargantuan	4d6	20	Exploding chemical container
Colossal	5d6	25	Block inferno

Any fire can be instantly extinguished by immersing the burning object into a volume of water large enough to cover it completely. Fire foam may also be used to instantly extinguish fires. Each use of fire foam will automatically extinguish a fire up to the size listed in its description, located in **Chapters 4: Equipment** and **Chapter 8: The Justice Department**. Fire foam will have no effect on fires larger than the size listed in its description.

Provided the fire has further fuel to burn, the GM may rule that it can possibly spread. A spreading fire will increase its size by one category in 1d10 + 10 minutes. For example, a lit candle will not spread simply because it has no additional fuel to burn. However, if it is knocked on its side, the GM may rule that it grows from a tiny fire to a small fire as it begins to burn the papers on which it lies. Left unattended for a further period of time, the fire may spread to become medium-sized as it begins to burn the desk on which the papers lie and from there, become a large fire as it consumes the entire apartment. It will quickly become apparent that, given no attention , a knocked over candle can be responsible for a colossal block inferno!

Radiation

Sources of intense and lethal radiation are common in the Cursed Earth but even behind the walls of Mega-City One, industrial sludge pits created by illegally operating corporations and rad-pits left over from the Apocalypse War pose danger for the unwary.

In many ways, radiation is treated in the same way as a contact disease - any character coming within 30 feet of a source of radiation must make a Fortitude check or be affected. However, a character affected by radiation is automatically assumed to fail all subsequent Fortitude checks and may only be cured through the use of Medical checks.

Certain items of equipment are noted as providing Radiation Resistance. Such items give a bonus to character's Fortitude check when testing to see if radiation has affected him. They will have no effect on subsequent Medical checks made in order to cure the character.

Infection: Contact.
Fortitude DC: 18-30.
Incubation: 1 day.
Damage: 1d6 Con.

Medical Technology

Medical science has made great strides in treating diseases and ailments. Genetic engineering allows damaged organs and cells to be cloned from the source body and reinserted to correct the problem or can be used to prevent citizens from manifesting certain diseases in the first place by removing their genetic predisposition. Appendages, if irreparably damaged, are usually replaced by cybernetic prosthetics, less expensive than re-growing the entire structure and are almost indistinguishable from the real thing. True cyborgs, those whose bodies are more than 40% mechanical, are generally an infrequent sight on the streets of Mega-City One due to advances in genetic engineering but, because it is less expensive than cloned replacement parts, demand for cyborg clinics persists among those clinging to the lower rungs of the welfare ladder and wanted perps unable to sign in at Mega-City hospitals.

Medical Organisations

From the moment a citizen is conceived, he falls under the scrutiny of the medical establishment. The 'Gene Police' screen the developing foetus for genetic flags which may produce criminal tendencies in the child in later life. Certain combinations of behavioural chromosomes, known as 'crime genes', will result in an order served to have the foetus terminated before the child has the opportunity to pose a threat to Mega-City One. This procedure is vigorously opposed by the 'Right to Life' movement, who seek to smuggle the foetus and parents out of the city before the abortion can be scheduled.

The vast majority of Mega-City citizens are destined to exist in a permanent state of unemployment and are dependant on welfare cheques to see them through the week and cannot afford to pay for private Medicare health insurance if they should fall sick. Instead, they must rely on Docs 'R' Us, a chain of clinics funded by the Mega-City Housing Department, staffed by second-grade robodocs and volunteer human attendants

Death comes to every citizen. The standard procedure for dealing with corpses is to load them onto the belts at Resyk and recycle their bodies into raw materials which are folded back into the maintenance of the city. Again, the wealthy have several other options available - they may intern their relatives at the Mega-City Necropolis where the body of their loved one will be frozen inside a transparene casket to be viewed whenever they wish. Traditional burials are another service, provided by Somber & Sons, Mega-City One's oldest funeral parlour. Bodies can be laid to rest among the Amber Fields plot in the Cursed Earth not far from the city.

Euthanasia is an option not just for the terminally or chronically ill but for anybody who can afford it! Within the walls of euthanasiums with names like 'Gentle Touch' and 'Sweet Dreams', accompanied by gentle music and Tri-D wallcasts of tranquil images, the patient is first sedated and then finally put to sleep by lethal injection. Unless specifically requested by relatives, the body is then turned over to Resyk.

Beyond Mega-City One

Mega-City One is the largest and possibly the most dangerous city on the planet Earth but a whole world awaits those willing to leave its walls. A great deal of travel takes place in 2124, with citizens of all nations taking vacations and business trips to other cities and settlements strewn across the war-torn planet.

Antarctic City

Located: Terre Adélie, Antarctica.
Allies: Brit-Cit, Cuidad España, Mega-City One, Oz, Texas City.
Enemies: Aotearoa, New Pacific City.

The Antarctic Treaty of 2084 gave six global powers joint jurisdiction over the Antarctic Territories and they consider Antarctica prime estate with a lot of development potential. Though officially bound to provide assistance to delegates from each member city-state, they continually jostle for a stake in Antarctica's rich mineral resources, the reason why Antarctic City exists, surrounded by inland mining platforms run by close-knit communities. Some outposts like Adamson are jointly worked by multiple city-states, while others are distrustful of foreign workers and insist on a population native to the city-state with controlling ownership, as is the case for Cuidad España. All Antarctic habitats are enclosed from the elements and newcomers are put through intensive decontamination, resulting in an environment sterile, conducive to healthier living and better working conditions, unhampered by sick days.

Not all of Antarctica's surface is covered in ice – global warming has exposed landmasses unseen for millions of years. A world Famous vacation resort called 'Winter Wonderland' occupies one of the larger ice-free coastlines.

Brit-Cit

Located: South-East England.
Allies: Signatories of the Judicial Charter.
Enemies: Cuidad Barranquilla, Sino-City Two.

Brit-Cit extends from Cornwall to Dover and north to the Watford Gap. Once a close ally of Mega-City One, Brit-Cit's refusal to give military assistance during the Second Robot War of 2121 has prompted a cooling off of their relationship but the Black Atlantic Tunnel linking both cities serves as too strong a symbol of their long-term friendship and mutual dependency for either city to remain ambivalent for long.

The Brit-Cit Justice Department operates from the New Old Bailey in Brit Central and is governed by the Parliament of Judges. While Street and CID justice personnel are recruited from the general populace, it is extremely difficult for them to achieve any significant rank unless they have the finances to purchase a promotion or are members of a Masonic fraternity. The upper levels of Brit-Cit Justice are riddled with competing secret societies, resulting in confusing and contradictory orders filtering down to the lower ranks.

Cal Hab

Located: Scotland.
Allies: Brit-Cit.
Enemies: Brit-Cit, international exploitation.

The Caledonian Habitation Zone (Cal Hab) is owned by Brit-Cit and stretches from the Orkadian Wastes in the north to the southern Dumfries Estate on the Allotment border. It has become a dumping ground for the world's toxic and nuclear waste.

Cal Hab 14 divided into six Estates - the Highlands (incorporating the Orkney Isles), Angus, McLearance (in Orkadia), the Borders, McTav and Dumfries – each owned by a Laird (land-owner) who is paid danger money to live within Cal Hab borders The Lairds joined forces to fund the construction of the 'Spirit in the Sky,' a low-orbital satellite broadcasting mental propaganda designed to pacify the local Scots The Spirit was destroyed in 2116 and now the Lairds hid inside their castles, fearing for their lives.

Cuidad Barranquilla

Located: Buenos Aires, South America.
Allies: Chowderville, Cuidad España, Pan Andes Conurb, Simba-City, Sino-City Two.
Enemies: Anybody not a 'customer'.

Cuidad Barranquilla, or 'Banana City,' is one of the few conurbations to have survived the Atom War without any change made to local government or social policy. Long before US President Booth came to power, the Barranquilla Federal Government was deposed by the Juez (Judges) who quickly became the Cuidad's most feared criminals. The 'Banana judges' are the ruling class of Barranquilla society and anybody can bribe their way into the Justice Department. Banana judges have the power of life and death over the citizens, a status that many take sadistic delight on enforcing. Judges spend their days in the gilded halls of the Grand Hall of Justice passing sentences on those unable to bribe their way out of the iso-cubes, or may instead patrol the streets on their ciclón (cyclone) bikes - pity a citizen if the judge stops to unholster his pistola rata (rat gun) or his porra dolor (pain stick). Most citizens are unable to buy their way out of prison and must endure savage beatings from half-mad inmates or daily violations from the debauched wardens. Few who are sentenced to Barranquilla iso-cubes ever leave.

Cuidad Espana

Located: Madrid, Spain.
Allies: EEE, Vatican City.
Enemies: Simba City.

In the 22nd Century, terrorists now run the country that was Spain from the city of Cuidad España and it is a city where only the wealthy and corrupt are welcome. The architecture is extraordinary and the rents are high for Cuidad España is controlled by the Empresario, a syndicate of crime lords, drug barons and bent businessmen who spend their meetings trying to swindle territory from their fellows when not plotting their murder. The Empresarios days are spent sucking in profit from every racket under the sun. It has little time or interest in the affairs of the majority of the Spanish people who do not aspire to bootlicking and stabbing their way into power. In the early 21st Century, Spanish perps had cheated their way into political power, knowing that such an esteemed position would leave them immune to criminal prosecution. The new status quo has remained unchallenged for over a century.

East-Meg Two

Located: Central Siberian Plateau, Russia.
Allies: Signatories of the North-West Pacific Treaty and the Sabbat Concord, Sino-City Two.
Enemies: Mongolian Isolation Zone.

East-Meg Two (also known as Mayexa, 'the stepmother') is the last surviving Russian Mega-City. It borders Lake Baikal, the deepest freshwater lake in the world. As with elder sibling East-Meg One, East-Meg Two eliminated the street gangs and Mafia influence, instituting a successful Judge System ruled by a Supreme Judge and ratified by the 32-strong Diktatorat council. The judges control the citizens with an iron grip, augmented by the secret police of B-Division and the Psi-Korps who can detect disquiet among the peoples' minds. Needless to say, the populace remains relatively placid for a quick death outside in the Siberian Wastes awaits voices of dissent.

Emerald Isle

Located: Ireland.
Allies: Brit-Cit, Mega-City One.
Enemies: Local terrorist groups.

Emerald Isle is a theme park that covers the island of Ireland, playing to racial and cultural stereotypes concerning the Irish people. After the Atom War, Brit-Cit megacorporations sponsored Ireland's reconstruction. With huge profits in mind, the Emerald Isle theme park was born, employing the locals to dress up in national stereotypes and behave like drunken idiots among prefabricated 'authentic' Irish villages, supping Guinness from real pint glasses and quaffing spuds (replica potatoes) down at the local public house when they were not otherwise propping up fences along country lanes and cheerfully spouting rubbish at anybody who happened to pass by.

Euro City

Located: Paris, France.
Allies: EEE.

Euro-City is the capital of the EEE (the East European Enclaves, incorporating Cuidad España, Cuidad Puerto, Euro-City, the Ruhr Conurb and Vatican City). Euro-City is a melting pot of EEE member-races. By law, the only language that may be spoken within city limits is French, a policy that lands Euro-City an annual fine for adhering to EEE 'Open-Culture' regulations. The French of 2124 are a stubborn people who take great pride in their national identity.

Hondo City

Located: Honshú and Hokkaido islands, Japan.
Allies: Aotearoa, Signatories of the North-West Pacific Treaty and the Sabbat Concord Solomon City, Uranium City.
Enemies: Texas City.

Hondo City is the most technologically advanced city on Earth. It is a land where glistening towers loom over rice paddies and ancient religions exist comfortably alongside biotechnology and gang violence. Buddhists meditate in virtual Nirvana cybertanks while around the corner Yakuza gangsters are fitted with cyber-implants as a reward for loyalty to their masters.

Hondo industry prides itself on its cutting edge technologies, the envy of the world. Business leaders are so wealthy and powerful that they are now known as shogun, the old Nipponese name for warlord. Virtually every conurbation on Earth employs Hondo technology at home and in business. Raw materials are produced from recycling plants, or in the case of metal ores, mined from the manganese deposits off the coast. Hondo's ultimate industrial achievement is the creation of atsui-ishi, gigantic nuclear power stations carved into captured asteroids anchored in geo-stationary orbit over the north-west Pacific. The energy generated cannot be beamed directly to the City, hence superbattery tankers store the power inside city block-sized capacitors, carrying the charge down to Earth where the capacitors are hooked up to coastal power stations. Ironically, Hondo invented the Power Towers, the geo-thermal power stations that light up many global Mega-Cities, but cannot itself benefit from the technology because of the risk of triggering major earthquakes.

Indo City

Located: Karnataka, India.
Allies: Signatories of the Sabbat Concord, Sino-City Two.
Enemies: Delhi-Cit, the Stani-States.

The one unifying factor shared by all the Indian subcontinent's cities is a massive financial debt to global super-states Sino-City Two, Brit-Cit and Mega-City One. This debt was greatly increased by the Great Droughts of 2072 and 2086 which ruined the Indian economy. Arguments broke out among the larger Indian cities as to who was to blame for not having responded quickly enough to the environmental crisis. The War of Blame, an Indian civil war, began in 2093 and lasted until 2101 when the Indian cities sued for peace and declared themselves sovereign states. Relief programs offered by Mega-City One and Brit-Cit were rejected. On top of this crisis is the real threat of invasion from the northern Stani-States.

Luxor City

Located: Luxor, Egypt.
Allies: Mega-City One.
Enemies: Pan-African criminals.

Regarded as one of the Four Wonders of the modern world Luxor City is the Egyptian Mega-City. Luxor City is a stunning symbol of the new Egyptian Empire for the city's walls are all enclosing and meet in a sharp apex, forming a pyramid around Luxor. It is said the wall is strong enough to protect even against nuclear attack and is also covered with solar collectors. Every dawn, the collectors activate, their overseers entreating the sun god Ra to provide the City's daily energy needs.

Mega-City Two

Located: California, North America.
Allies: Hondo City, Mega-City One.
Enemies: Cuidad Barranquilla, Texas City.

Once a shining example of American technology, Mega-City Two came under siege from millions of zombies in 2114 and had to be annihilated in a desperate effort to purge it of the undead. In 2115, Hondo City purchased California at great concession - the rebuilding of Mega-City Two had begun.

Oz

Located: Sydney-Melbourne Conurb, Australia.
Allies: Antarctic City, EEE, the Judicial Charter and the Sabbat Concord.
Enemies: Aotearoa, New Pacific City (opposed to Oz's exploitation of the Antarctic).

Australia is the land where the sun never stops shining, the barbeques are kept blazing night and day, smiles are free and the Thunderchunder flows as freely as Murrumbidgee River. Oz leads the world in Tri-D exports (with classics like Rolf's Hairy Hospital, The Folks over the Fence, Killer Koala Killer and Ripper Face-Jobs). Eighty percent of the total Oz population lives in and around the Sydney-Melbourne Conurb located on the south-east coast but Oz is a multicultural society home to Sino, Indian, Greek and African immigrants as well as the native Abbos who live on The Blue, the zone between Oz and the edges of the Radback. However, immigration laws were repealed in 2 103 with the intention of stemming the rising problem of overcrowding. Oz judges are volunteers - male or female, any age over 16 - in fancy, short-sleeved uniforms. Compared to the Mega-City One judges, the OzCops seem unbelievably undisciplined amoral (OzCops may consume alcohol and have sexual relations) and easy-going but in fact are a highly-efficient and popular section of the community, their motto - 'When we shoot, we smile!' OzCops get about the Conurb on Trikes (three-wheeled motorcycles) and report into the Grand hall of Justice and Leisure Dome at Paul Hogan Plaza.

Simba City

Located: Gabon and Congo, Africa.
Allies: Cuidad Barranquilla, Euro-City, Indo City, Malagasy Republic and Sino-City Two.
Enemies: Cuidad España (financial: EEE, Mega-City One and Texas City).

Africa was devastated when the Credit Wars of the late 21st Century (a refusal to repay the crippling debts owed to the Western Mega-Cities) led to nuclear war and many of the major African states were dissolved. Dozens of governments control sections of the continent under wildly differing philosophies and beliefs including capitalism, Islam, the law of might, free trading zones and development areas. To aid in reconstruction, the Pan African Compromise was reached, allowing for free travel and trade between many of the areas, with a Judge force based out of Simba City, though many states refuse to recognise their authority.

Sino-City Two

Located: Hong Kong, China.
Allies: Signatories of the North-West Pacific Treaty, Antarctic City, Cuidad Barranquilla, Cuidad España, Indo City, Luxor City, Simba City.
Enemies: Brit-Cit, Hondo City, Mega-City One, Texas City.

Sino-City Two is the world's premier business centre and the location of the Global Stock Exchange and Commerce Centre (GSECC), based in the Sun Tower in Kowloon District. Sino has flourished in the business arena while other major cities have suffered recession and political crisis. Quick to take advantage of the world's markets, the Sino Loan Syndicates have buffered the economies of countries who would otherwise have collapsed into bankruptcy. Most of the second-shelf city-states are now buried within Sino-City Two's pockets. Occasionally, Sino-City will request that some of the indebted states return the favour by carrying out espionage duties against enemy cities. The successful completion of a favour is rewarded by a small reduction from the unpaid debt.

Texas City

Located: Texas, North America.
Allies: Mega-City One and all signatories of the Sabbat Concord, Uranium City.
Enemies: Mega-City Two, South-Am cities.

In 2083, Mega-City Three sought independence. Up to that time it had existed as a satellite state of the two other American Mega-Cities, remote-administrated by Chief Judge Goodman from Mega-City One and the Chief Judge of Mega-City Two. Three years later, at the conclusion of what is now known as the Second American Civil War, Mega-City Three was finally granted sovereignty and rebranded as Texas City. As Tex himself might say, 'We beat them a-comin' and a-goin'!' Texas City is a sight to behold. The surrounding hills bow down to a skyline packed with imposing buildings decorated with massive symbols of Texan ideology and the Lone Star Building is surmounted with a five-pointed rockcrete star. The Ten Gallon Power Station shelters under a steel Stetson while the city's greatest structure is Everest Oil Tower, the tallest man-made structure in the city, complete with its own snow-cap. The most scenic way to approach Texas City is by steamboat across Lake Louisiana. As tourists disembark, their eyes are drawn up and up to the firm but friendly face of Tex, a two mile tall statue of Texas City's semi-mythical avatar. The City's perimeter is protected by a network of forts and patrolled by armoured prairie wagons.

Other Places of Interest

None of the following localities are Mega-Cities but have made their presence known to global politics for one reason or another.

Atlantis

The 3000 mile long Trans-Atlantic Tunnel links Brit-Cit to Mega-City One, jointly-administered by the cities' two justice departments. The city of Atlantis is one of six service plexes, vast underwater service stations built at regular intervals along the Atlantic tunnel. The primary local industry is tourism and thousands of visitors flock every day just to see the Fish Feed, when tones of waste foodstuffs are dumped out of an airlock, attracting mutated marine wildlife like the Spiny Neon Turbot, the Duck Billed Rakfish, the Poisonous Star Spider and, most famous of all, the vast Coral Ray, a giant manta covered head to tail in living coral.

East-Meg One

The Russian super-state Located around Omsk was annihilated during the Apocalypse War of 2104. Years later, the hardy survivors began to rebuild their beloved city under a foolish project known as *Phoenix*. The East-Meg bombsite was highly radioactive, resulting in a high turnover of construction personnel and powerful magnetic fields caused construction robots to malfunction, meaning most of the heavy work had to be accomplished by hand. The ghosts of those who died during the war still haunt the work sites, their chilling screams working to slowly drive the workers away. In extreme instances, the paranormal furies manifest as extreme poltergeist activity, sometimes creating spates of spontaneous human combustion among the terrified workers.

Mediterranean Free-States

The Free-States are a sovereign nation, a series of linked floating cities in the Ancient Sea, built from materials scavenged from abandoned coastal settlements. The Free-States are inhabited by refugees, political exiles and dissidents. The Free-States are regarded with contempt, little more than pirates or a dangerous, political powder keg.

Uranium City

A vast mining colony built in the Alaskan tundra, governed by the Shareholders who live in the Core. The miners are controlled by a combination of emotion-regulating drugs in their food and subliminal images on their vid-screens. The Uranium City Justice Department was initially recruited from Inuit natives but were eventually replaced by simple-minded and heavily-armed robots.

Vatican City

A dark, forbidding citadel, Vatican City is the headquarters of the Church of the Original Holy. Any and all heresies are dealt with swiftly and effectively by the black-garbed Inquisitors, the Vatican judges. The Inquisition proudly boasts that they have never executed an innocent person for all of their victims have confessed to something before their sentence is passed. The Pope sees it as his Grud-given duty to interfere in world affairs and employs a number of special operatives to do his bidding across the globe.

Space Colonies

Mega-City One has several territorial interests beyond Earth. A small fleet of Justice Department ships patrol the solar system's borders and shipping lanes, ensuring pirates are kept to a minimum and alien invasion fleets are forced away altogether. A giant command satellite, known as Justice 3, constantly monitors the multitude of Mega-City One comsats, warsats and spysats that litter the atmosphere. Mega-City One maintains trade links with all of the in-system colonies, Mars, Hestia and Luna-City One on the moon. Mars is comprised of five, domed cities inhabited by 8 million citizens. Hestia, the tenth plant in Earth's solar system discovered in 2009 and colonised in 205 1, is a hostile environment that grudgingly houses a tiny colony located near to the ruins of the original Hestian natives, now all but extinct. Mega-City One still has a partial controlling share of Luna-City One, though these days its interests are leaning towards developing more orbital colonies than bidding for further Luna territory. Titan, Jupiter's largest moon, is home to a penal colony for renegade Mega-City judges.

Several independent mining and prospecting craft operate in the asteroid belt between Mars and Saturn. Beyond the solar system, Mega-City One enjoys trade with alien races like the birdlike Uqqan, and maintains close contact with the many out-system colonies, providing support to the colonial judges and Space Corps who maintain law and order among the colonies and fight off incursions from rival Earth powers, including the Sino-Cit space programme, and alien hostiles such as the Klegg Empire.

Aliens

Mega-City One's tourist industry benefits from no import quite as much as it does from the extraterrestrials who flood the city a hundred million times a year to get a taste of the Big Meg, see the judges in action, get tapped, take a few snapshots and then return home with thrilling tales to tell their clutch-mates. Custom-built hotels like the Giger Plaza house these alien visitors, specially furnished to cater to their environmental and cultural needs. Apartments exist pre-configured for the more frequent tourist species such as the Geeks from Geekus 2 and the Uqqan from Qu (major Mega-City One trading partners) and the winged Snurdd Beasts. Tourist species are required to remain among those of their kind for the duration of their holiday so that they may avoid clashes with incompatible galactic neighbours. Translators hired from the tourist party's own species facilitate friendly communication between the aliens and the people of Mega-City One.

All aliens have their Intergalactic passports checked by Kennedy Spaceport Customs on arrival and visas are granted for periods up to 30 days. Extensions to that time limit must be applied for through the Alien Bureau. Suspicious cases are passed over to the Alien Bureau's Justice Department wing for a full comp-ident examination, including a personal history and criminal record beamed straight from the visitor's homeworld. Illegal aliens or those determined to pose a threat to the city will be detained in the nearby Alien Penitentiary until extradition papers can be arranged.

Not all of the illegal aliens are so easy to detect. Some determined souls desperate to escape their former lives, seeking sanctuary in Mega-City One, manage to smuggle themselves into the city via cargo shuttles, hiding in crates or otherwise using strange. alien powers to mask their presence from customs sensors. However, on leaving the spacecraft, the alien soon realises he has few options open to him but to make his way to Alientown where so many of his fellow immigrants have found themselves effectively imprisoned. Unable to establish a decent lifestyle for themselves, the Alientownees struggle to hide from frequent Justice Department sweeps and the consequential arrest and deportation. Alientown is so large and its denizens so hard to catch that the judges have no choice but to tolerate its existence, so long as the inhabitants keep to themselves. Illegal aliens are not entitled to receive welfare payments or healthcare so must find ways to become self-sufficient. Though the judges may once in a while turn a blind eye, a xenophobic fringe movement known as the Grand Earth Council (GEC) are dedicated to ridding their city of the aliens by any means including arson and murder. The judges are sworn to protect the aliens from the GEC attacks out of duty, not because they support their presence.

Life is not too tough for aliens who are granted Mega-City One citizenship after living in the city for five years without earning a criminal record but job opportunities are just as slim as they are for human citizens. Alien Welfare Officers work alongside applicant citizens to help ease their way into mainstream society. One success story is AlienLine. a taxi firm founded by aliens that only employs offworlders. Human citizens like the novelty of being driven about town by pulsating slime moulds and Zilusian Swamp-Creatures and pay that little bit extra for the experience!

Apart from the odd tourist party, aliens are not that common a sight on the streets of Mega-City One. Most citizens will have only seen aliens from the comfort of their apartments watching 'bug flicks' on their Tri-D sets, or visiting the world famous Alien Zoo with its many bizarre and monstrous exhibits.

This chapter contains entries for many creeps found in and around Mega-City One. Some will prove friendly to the players, though most will appear hostile. The word creep is used for any character or creature the players encounter in their adventures using the Judge Dredd role-playing game and can describe the lowliest juve or huge and fantastic monsters such as the mighty dinosaurs found deep within the Cursed Earth. Following the rules and entries detailed in this chapter, as GM you will soon be able to inflict a wide range of creeps on your players, from common punks to crazed mutants living in the heart of the Cursed Earth.

Human Characters

Whether playing citizens or judges, most creeps that the players encounter within Mega-City One will be human. GMs can easily create suitable characters for the players to meet, talk to and fight through the standard character generation rules detailed in **Chapter 1: Characters in Mega-City One**. By selecting a suitable character class, feats, skills and equipment, GMs have access to an almost infinite range of creeps their players may encounter.

If, perhaps, the players are to encounter a judge who interrupts their bank heist, then the GM can simply roll up a new street judge character, raise him to a suitable level that will challenge the players and have him wander by as they are engaged in their criminal activities. A list of sample judges can also be found in **Chapter 8: The Justice Department**.

By the same token, if the players all have judge characters and are hot on the trail of a vicious blitzer who has slain all the members of a rival criminal organisation in a night-club, the GM can create a citizen character of a suitable level, then simply add a few levels of the blitzer prestige class found in **Chapter 9: Life on the Streets**.

Example Character Generation

For example, the GM has decided that the major villain of the scenario he is writing will be an assassin who has succeeded in killing several judges. The players all have judge characters who have completed several assignments already and so are all at 5th level. The GM decides that the assassin, whom he chooses to call Barrak Tommy Thompson, operates alone and so will have to be of a suitably high level to challenge the players in the final showdown. He creates a citizen character as normal, choosing the Failed Cadet prior life, deciding that Barrak was rejected by the Academy of Law and now harbours a resentment of all judges, hence his current activities. To begin with, as a newly created 1st level citizen, Barrak looks like this:

Barrak Tommy Thompson

Citizen 1; HD 1d6+1 (7 hp); Init +2 (+2 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +2 melee, or +3 ranged; Fort + 1, Ref +2, Will -1; Str 12, Dex 15, Con 12, Int 10, Wis 9, Cha 11.
Skills and feats: Balance +6, Climb +3, Computer Use +4, Concentration +4, Drive +4, Medical +3, Move Silently +4, Ride +6, Search +2, Spot +3, Streetwise +3; Lightning Reload, Weapon Focus (laser rifle).

The GM then increases Barrak to be a 7th level citizen character, taking into account all the new hit points, saving throws, feats, skills and base attack bonuses for doing so. Barrak also gains another ability point for passing 4th level, which the GM puts into Dexterity. Already Barrak is beginning to look like something of a challenge for the players.

Barrak Tommy Thompson

Citizen 7; HD 7d6+7 (34 hp); Init +3 (+3 Dex); Spd 30 ft.; DV 15 (+5 Reflex); Attack +6/+1 melee, or +9/+4 ranged; Fort +3, Ref +5, Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 9, Cha 11.
Skills and feats: Balance +8, Climb +8, Computer Use +6, Concentration +11, Drive +8, Hide +11, Medical +7, Move Silently +12, Ride +10, Search +6, Spot +6, Streetwise +9, Technical +9; Far Shot, Lightning Reload Point Blank Shot, Weapon Focus (laser rifle).

However, the GM also decides that Barrak is capable enough to have attained another 3 character levels of the assassin prestige class in **Chapter 9: Life on the Streets**, making him a decidedly dangerous enemy that the players will have to approach with caution. Once again, the usual increases in hit points, saving throws, feats, skills and base attack bonus are made. Because Barrak is now a 7th level citizen and a 3rd level assassin, he is now a 10th level character, thus earning another ability point which the GM this time places in Wisdom to make his Will saving throws a little better - there may well be a psi-judge in the party!

Barrak Tommy Thompson

Citizen 7/Assassin 3; HD 7d6+3d8+10 (50 hp); Init +3 (+3 Dex); Spd 30 ft.; DV 18 (+8 Reflex); Attack +10/+5 melee, or + 12/+7 ranged; Fort +4, Ref +8, Will +3: Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 11.
Skills and feats: Balance +9, Climb +10, Computer Use +6, Concentration +13, Drive +9, Hide +13, Medical +8, Move Silently +14, Ride +10, Search +6, Spot +9, Streetwise +9, Technical +9; Far Shot, Lightning Reload Point Blank Shot, Weapon Focus (laser rifle).
Special abilities: Pinpoint target, sneak attack +2d6.

All that remains now is to tool Barrak up with some suitable equipment and he will be ready for play.

Creating New Creeps

It should be noted that any creep created in this way should be made to comply with all the rules the players themselves are subject to - so, before adding a prestige class to a new character, make sure he has all the listed requirements necessary to gain entrance into that class. By the same token, no feat should be granted to a character if he does not meet all the prerequisites necessary for it, nor should he have more skill points than permitted by his class, level and Intelligence modifier. As the GM, you should be fair to your players and not have your characters 'cheat' with the rules simply to gain an extra edge - you have the whole of Mega-City One to play with and there are certainly enough challenges for your players within its walls already!

Non-Human Characters

From intelligent apes and huge dinosaurs, through to the dreaded gila-munja and charging fatties, there are many dangerous enemies players can meet within Mega-City One. Such creeps are detailed throughout the rest of this chapter, complete with new rules for their unique capabilities and talents. Each creep has the following information listed in its description:

Size & Type

This entry lists the size of the creep, as defined in *The Player's Handbook* and also its creature type, which defines many of its later entries.

Hit Dice

A creep's Hit Dice score is used to determine its character level for the purposes of psi-talent, natural healing and other related matters. The creep's average hit points are also listed here.

Initiative

This line gives the creep's modifier to all Initiative checks it is called upon to make.

Speed

A creep's speed score is used to determine its base speed on land. If the creature also has another movement type (such as fly) then this will also be listed.

Defence Value

Like other characters, every creep has a Defence Value, used to determine how easily it may be hit when in combat. Reflex bonuses are a factor in determining a creep's Defence Value, as well as its size.

Damage Reduction

This is damage reduced from each hit the creature receives in combat, usually from the benefit of having natural armour.

Attacks & Damage

These entries give the amount of attacks the creep can make in one round of combat, as well as the damage caused by each. The Armour Piercing score of each attack is noted after the slash of each entry.

Face/Reach

The first two scores determines how much space a creep needs to fight effectively (width and length, respectively), whilst the third score shows the area it threatens in combat.

Special Attacks & Qualities

Many creeps have special abilities unique to their race or creature type. Such attacks and qualities are noted here and detailed further in the creature's main description.

Saves

The creep's Fortitude, Reflex and Will saving throw scores are noted here.

Abilities

This entry gives the Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma scores of the creep.

Skills

All the skills the creep possesses are given here. Note that any additional modifiers from ability scores or feats are also included in these scores.

Feats
This line shows which feats the creep will typically possess.

Climate/Terrain
Judges are unlikely to encounter a huge dinosaur whilst riding down the Meg-Way (though it has been known to happen). This entry shows where a creature is most likely to be encountered.

Organisation
Not all creeps appear on their own - where a number of them may be found at once, this entry will allow a GM to determine how many should be present.

Advancement
The creeps detailed in this chapter are only the weakest and most common of their type, but far larger and more powerful specimens will be known to exist in the world. For many creeps, the GM may simply increase the amount of Hit Dice they possess in order to reflect this. Some creeps, however, are listed as advancing by character class - for these, GMs may apply one or more citizen or prestige class levels on top of the creep's existing scores in order to create an extremely potent enemy for his players.

Ape

Chimpanzee
Medium Humanoid
Hit Dice: 1d8 + 1 *(5* hp).
Initiative: +3 (Dex).
Speed: 30 ft., climb 30 ft.
DV: 15 (+5 Reflex).
Damage Reduction: 0.
Attacks: Bite +1 melee.
Damage: Bite 1d6+1/1.
Face/Reach: *5* ft. by *5* ft.15 ft.
Special Qualities: Scent.
Saves: Fort +1 , Ref +*5,* Will + 1.
Abilities: Str 12, Dex 16, Con 12, Int 8, Wis 12, Cha 9.
Skills: Climb +*5,* Listen +4, Spot +3.
Feats: Alertness.

Climate/Terrain: The Jungle, Mega-City One.
Organisation: Solitary, pair or gang (5-20).
Advancement: By character class.

Gorilla
Large Humanoid
Hit Dice: 4d8 + 8 (26 hp).
Initiative: +2 (Dex).
Speed: 30 ft., climb 30 ft.
DV 15 (-1 size, +6 Reflex).
Damage Reduction: 0.
Attacks: 2 claws +*7* melee, bite +*2* melee.
Damage: Claw 1d6+5/1, bite 1d6+2/2.
Face/Reach: *5* ft. by *5* ft./5 ft.
Special Qualities: Scent.
Saves: Fort +3, Ref +6, Will +2.
Abilities: Str 21, Dex 15, Con 14, Int 7, Wis 12, Cha 7.
Skills: Climb +9, Listen +4, Spot +4.
Feats: Alertness.

Climate/Terrain: The Jungle, Mega-City One.
Organisation: Solitary, pair or gang (3-10).
Advancement: By character class.

Orang-utan

Medium Humanoid
Hit Dice: 2d8 + 2 (11 hp).
Initiative: +2 (Dex).
Speed: 30 ft., climb 30 ft.
DV 15 (+ 5 Reflex).
Damage Reduction: 0.
Attacks: Bite +3 melee.
Damage: Bite 1d6+2/1.
Face/Reach: *5* ft. by *5* ft.15 ft.
Special Qualities: Scent.
Saves: Fort +1, Ref +*5,* Will +1.
Abilities: Str 15, Dex 15, Con 12, Int 9, Wis 12, Cha 10.
Skills: Climb +6, Listen +4, Spot +4.
Feats: Alertness.

Climate/Terrain: The Jungle, Mega-City One.
Organisation: Solitary, pair or gang (3-8).
Advancement: By character class.

The scientists of the 21st century performed many genetically-enhancing experiments upon animals with the aim of increasing their intelligence. Though these experiments are now illegal, intelligent apes can be found in great numbers in an area of Mega-City One known as the Jungle. Although most apes are content to keep to themselves and their own community, all too many have turned to crime as a means of rising above both fellow ape and human. The most famous of these was Don Uggie Apelino who, with the help of Fast Eeek and Joe Bananas, ran a number of mobster rackets until finally sentenced to imprisonment within the Mega-City Zoo by Judge Dredd. Many ape criminal gangs still persist today, operating out of the Jungle, though none have managed to achieve the notoriety of Don Apelino. Another ape fast gaining a reputation for himself is the simian bodyguard of private investigator Galen DeMarco, a gorilla known as Travis Perkins.

Combat

The intelligent apes of Mega-City One are just as capable as their human counterparts and often mimic the same tactics in combat. Stolen human equipment and weapons are often employed and so it is possible to encounter apes brandishing spit guns, laser pistols and missile launchers. As the most intelligent of the ape species, orang-utans tend to avoid combat whenever possible, especially when faced with superior forces. Chimpanzees are the most like humans, whilst gorillas tend to forego any sense of tactics or strategy and simply rely on their raw, brute strength to overcome enemies.

Scent: Apes can detect enemies by their scent alone. They automatically detect all enemies within 30 feet by their scent, increasing to a 60 feet range if they are downwind, or decreasing to 15 feet if they are upwind. By taking a partial action, apes will be able to pinpoint an enemy by his scent to within 5 feet. They will also be able to track an enemy by scent, as if they had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour the trail is cold.

Apes as Player Characters

GMs may permit their players to adopt apes as characters though they should be warned that the life of an ape in Mega-City One is anything but easy! Only chimpanzees should be permitted as 1st level characters. They receive a +2 bonus to their Dexterity score but a –2 penalty to Intelligence. Such chimpanzees are considered to be a 1st level citizen but will not receive a prior life. Instead, they receive Hit Dice of d8, the Alertness feat for free and the bite attack noted in the chimpanzee's entry. From this point on, they advance as any other citizen character and may take prestige classes as they gain greater experience.

Dinosaur

Triceratops

Huge Beast
Hit Dice: 16d10 + 112 (200 hp).
Initiative: -1 (Dex).
Speed: 30ft.
DV 17 (-2 size, +9 Reflex).
Damage Reduction: 18 (natural armour).
Attacks: Gore +15 melee.
Damage: Gore 2d8+7/12.
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Terrible charge, trample.
Special Qualities: Scent.
Saves: Fort +17, Ref +9, Will +6.
Abilities: Str 20, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills: Listen +8, Spot +8.

Climate/Terrain: The Cursed Earth.
Organisation: Solitary, pair or herd (4-10).
Advancement: 17-23 HD (gargantuan); 33-48 HD (colossal).

Tyrannosaurus

Huge Beast
Hit Dice: 20d10 + 80 (190 hp).
Initiative: +1 (Dex).
Speed: 40ft.
DV: 21 (-2 size, +13 Reflex).
Damage Reduction: 8 (natural armour).
Attacks: Bite +22 melee.
Damage: Bite 5d8+13/14.
Face/Reach: 10 ft. by 10 ft.115 ft.
Special Attacks: Improved grab, swallow whole.
Special Qualities: Scent.
Saves: Fort +16, Ref +13, Will +8.
Abilities: Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10.
Skills: Listen +12, Spot +14.

Climate/Terrain: The Cursed Earth.
Organisation: Solitary or pair.
Advancement: 20-36 HD (gargantuan); 37-54 HD (colossal).

Velociraptor

Large Beast
Hit Dice: 4d10 + 12 (34 hp).
Initiative: +3 (Dex).
Speed: 60 ft.
DV: 17 (-1 size, +8 Reflex).
Damage Reduction: 6 (natural armour).
Attacks: Rake +6 melee, 2 claws +1 melee, bite +1 melee.
Damage: Rake 2d6+4/4, claw 1d3+2/6, bite 2d4+2/8.
Face/Reach: *5* ft. by *5* ft.110 ft.
Special Qualities: Scent.
Saves: Fort +7, Ref +8, Will +2.
Abilities: Str 19, Dex 17, Con 17, Int 7, Wis 12, Cha 10.
Skills: Hide +7, Jump +13, Listen + 11, Spot +11, Wilderness Lore +9.

Climate/Terrain: The Cursed Earth.
Organisation: Solitary, pair or pack (8-30).
Advancement: 5-8 HD (large).

Through a miracle of modern science, The Dinosaur National Park became a possibility when engineers discovered how to clone dinosaurs from ancient remains. For the first time, visitors to the park could experience these gigantic creatures roaming free across a massive reserve. The park was devastated during the Atomic Wars of 2070 though many of the dinosaurs survived and, to this day, they roam the Cursed Earth, causing all other inhabitants to flee from their arrival. The most famous of these creatures is the legendary Satanus, a huge tyrannosaurus of incredible strength and power that was to terrorise the Cursed Earth town of Repentance until Judge Dredd himself buried the beast under a pile of rubble. However, Satanus was not so easily dealt with and soon emerged to continue his reign of terror.

Combat

Dinosaurs are huge and immensely strong, two attributes they take full advantage of in combat. Though herbivores are relatively passive unless threatened or protecting young, the carnivorous velociraptor or tyrannosaurus are extremely dangerous and will be likely to attack on sight.

Triceratops

Noted as being far more aggressive than most herbivores, visitors to the Cursed Earth are advised not to approach the triceratops, particularly if young are present. This beast has a huge bone shield protecting its body, through which jut three wickedly sharp horns. A fully grown triceratops weighs over ten tons and can be a formidable opponent if enraged.

Scent: The triceratops can detect enemies by their scent alone. It automatically detects all enemies within 30 feet by their scent, increasing to a 60 feet. range if they are downwind, or decreasing to 15 feet if they are upwind. By taking a partial action, the triceratops will be able to pinpoint an enemy by his scent to within 5 feet It will also be able to track an enemy by scent, as if it had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour the trail is cold.
Terrible Charge: The triceratops' ten ton bulk is all but unstoppable when it attacks. This creature causes double damage in the round it charges.
Trample: A triceratops can trample medium-size or smaller enemies for 2d12+5 points of damage. Enemies who do not make attacks of opportunity against a triceratops making a trample attack may make a Reflex saving throw (DC 23) to halve the damage.

Tyrannosaurus

The king of all dinosaurs, made famous by the legendary Satanus, the tyrannosaurus is possibly the most dangerous creature to stalk the Cursed Earth. Starting with the ill-fated Dinosaur National Park, many attempts have been made to harness this mighty beast for the entertainment of spectators but, without exception, all have ended in disaster. The tyrannosaurus is a creature from a long-forgotten age that simply cannot be tamed by man. Carving out huge territories in the Cursed Earth, each tyrannosaurus vigorously defends its own domain, killing any living creature foolish enough to get too close.

Improved Grab: To use this ability, the tyrannosaurus must hit a medium-size or smaller enemy with its bite attack. If it gets a hold, it can try to swallow the victim.
Scent: The tyrannosaurus can detect enemies by their scent. It automatically detects all enemies within 30 feet by their scent alone, increasing to a 60 feet range if they are downwind, or decreasing to 15 feet if they are upwind. By taking a partial action, the tyrannosaurus will be able to pinpoint an enemy by his scent to within 5 feet. It will also be able to track an enemy by scent, as if it had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour the trail is cold.

Velociraptor

Fast, dextrous, agile and possessing a keen intelligence, packs of velociraptors plague the Cursed Earth, acting in concert to bring down prey much larger than themselves. Many mutant bands have made the mistake of assuming the velociraptor is nothing more than a dumb animal, only to be surprised and slain through a succession of lightning-fast raids and ambushes. In combat, the velociraptor is utterly vicious, ruthlessly pursuing prey across great distances and using its sheer speed to outpace victims.

Scent: The velociraptor can detect enemies by their scent alone. It automatically detects all enemies within 30 feet by their scent, increasing to a 60 foot range if they are downwind, or decreasing to 15 feet if they are upwind. By taking a partial action, the velociraptor will be able to pinpoint an enemy by his scent to within 5 feet. It will also be able to track an enemy by scent, as if it had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour the trail is cold.

Dog Vulture

Medium Animal
Hit Dice: 2d8 (9 hp).
Initiative: +2 (Dex).
Speed: 20 ft., fly 60 ft.
DV: 15 *(+5* Reflex).
Damage Reduction: 0.
Attacks: Bite +2 melee.
Damage: Bite 1d6+1/1.
Face/Reach: *5* ft. by *5* ft./5 ft.
Saves: Fort +3, Ref *+5,* Will - 1.
Abilities: Str 12, Dex 14, Con 10, Int 2, Wis 8, Cha 7.
Skills: Listen +4, Spot +4.

Climate/Terrain: The Cursed Earth, occasionally the skies of Mega-City One.
Organisation: Solitary or pack (4-20).
Advancement: 3-4 HD (large).

There are many species of mutated vermin to be found in the barren wastes of the Cursed Earth though packs have been known to fly across the walls of Mega-City One undetected, causing terror amongst the citizens until the judges are called in to deal with the menace. One of the most common are dog vultures, strange mutant pack hunters that plague the unwary daring to travel across the irradiated desert. Capable flyers, dog vultures can stay aloft for hours, circling the landscape to prey on the weak and helpless. However, they are scavengers by nature and a strong display of force can easily cause them to flee in panic.

Combat

Dog vultures will never attack targets that outnumber themselves and heavy losses amongst their pack will invariably cause them to take to the air with all possible speed. If a lone victim is sighted by the pack, they will attack in force and attempt to overwhelm their target through sheer weight of numbers.

Fatty

Large Humanoid
Hit Dice: 4d8 +15 (33 hp).
Initiative: -3 (Dex).
Speed: 10 ft. (30 ft. with a belliwheel).
DV: 7 (-1 size, -2 Reflex).
Damage Reduction: 6 (natural armour).
Attacks: Slam +2 melee.
Damage: Slam 1d4 -1/0.
Face/Reach: 10 ft. by 10 ft./5 ft.
Special Attacks: Belliwheel Charge.
Saves: Fort +7, Ref -2, Will +1.
Abilities: Str 9, Dex *5 ,* Con 17, Int 11, Wis 10, Cha 10.
Skills: Concentration +4, Craze (eating) +10.
Feats: Toughness.

Climate/Terrain: Mega-City One, usually around restaurants and eating games.
Organisation: Solitary or gang (4-10).
Advancement: By character class.

Eating to excess has always been a valued craze within Mega-City One and was made illegal from 2104-2107 when Mega-City One was gripped by food shortages after the Apocalypse War. The true fatty is a citizen who has taken eating to an art form. With many weighing far in excess of a ton, the dedicated fatty lives for food alone and many capitalise on their talent by entering eating contests where they attempt to guzzle down as much food as possible within a specified time limit. The use of appetite inducers often causes fatties to push themselves beyond all endurance, continuing to eat until they literally burst. The backstreet eating games, where the proliferation of such appetite inducers is rife, are ruthlessly quashed by the judges wherever they are found. Most fatties find it convenient to invest in a belliwheel, a small but reinforced trolley that supports their immense bulk, allowing them to move with a greater degree of freedom.

Combat

Fatties are not known for their aggressive behaviour but more than one citizen has inadvertently placed himself in between a hungry fatty and his food. If enraged, fatties are crippled by their immense bulk in combat but given a belliwheel and plenty of room, they are able to crush any opponent with ease.
Belliwheel Charge: Any fatty with a belliwheel increases his speed to 30 feet. When making a charge action, a fatty on a belliwheel can cause immense amounts of damage to those he crushes under his belliwheel. A fatty making a successful attack whilst charging on a belliwheel will deal 2d10+10 points of damage at AP 10 to any target he strikes.

Futsie

Named after the Future Shock Syndrome, a large number of the population within Mega-City One turn futsie at some point during their lives. The pressure and fast pace of modern life in 2124 can simply prove to be too much for some people and so they just flip into a psychosis where everyone is the enemy. The most quiet and mild-mannered citizen can spontaneously turn into a raving lunatic, stealing high-powered weaponry and laying waste to anything that moves, quite heedless of his own life and safety. The most minor event can trigger Future Shock Syndrome and it is impossible to tell which citizens are the most susceptible. A broken relationship, the loss of a hard fought for job, or the retirement of a favoured jetball player are all events that have transformed an ordinary citizen into a futsie within the history of Mega-City One.

Futsies are always sentenced to time in the psycho cubes for their criminal acts where the vast majority recover in a matter of weeks. However, once a citizen has fallen to the Future Shock Syndrome, he will usually become a pale shadow of his former self, withdrawing into himself and becoming determined to keep the rest of the city at a distance. The futsie template is removed at this time, returning the citizen to his original abilities and scores.

'Futsie' is a template that can be added to any human who is a long-term resident of Mega-City One. All of the human's statistics and abilities remain unchanged, except as noted below.

Hit Dice: Increase to d12.
Abilities: The futsie gains a +4 bonus to his Strength and Constitution scores.
Feats: The futsie is quite literally in a world of his own and will trust nothing and no one. He gains the Improved Resist Arrest feat.

Climate/Terrain: Anywhere within Mega-City One.
Organisation: Solitary.
Advancement: By character class.

Gila Munja

Small Humanoid
Hit Dice: 5d8+5 (27 hp).
Initiative: +8 (+4 Dex, +4 Improved Initiative).
Speed: 40 ft.
DV: 19 (+1 size, +8 Reflex).
Damage Reduction: 4 (natural armour).
Attacks: 2 claws +6 melee.
Damage: Claw 1d8+ 1/8.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Poisonous Claws.
Special Qualities: Chameleon skin, darkvision 60 ft.
Saves: Fort +2, Ref +8, Will +1.
Abilities: Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 8.
Skills: Climb + 5 , Hide +17*, Move Silently +8.
Feats: Improved Initiative, Multiattack.

Climate/Terrain: The Cursed Earth, occasionally Mega-City One.
Organisation: Squad (3-6) or tribe (10-40).
Advancement: 6-7 HD (medium); 8-9 HD (large).

The Gila-Munja are a tribe of mutated assassins who live only to carry out their deadly deeds and will not rest until their contract is fulfilled. As assassins, the Gila-Munja are amongst the deadliest on Earth and are ideally suited to this task. Their thick hides are capable of changing colour almost instantly to match their surroundings flawlessly, often giving the impression that these creatures can turn invisible at will. Well adapted to life in the Cursed Earth, the Gila-Munja are feared throughout the wasteland but many often attempt to infiltrate Mega-City One to fulfil assassination contracts made with the lowest scum of the city. A criminal bent on hiring the Gila-Munja to end the life of an enemy must meet them in their homelands north of Texas City and launch a flare to announce his presence. The Gila-Munja will listen to the contract being offered and the price should they, inevitably, succeed. Poor offers have been known to result in the Gila-Munja killing their prospective employer. If they do decide to accept the contract, the Gila-Munja will seal the deal by slaying one of their own number in a sacred ritual and not rest until the assassination has been completed.

Small and squat, the Gila-Munja grow to be the height of a small man but underneath the grey oily skin is a mass of muscle fibre and tissue that belies their stature. Powerful legs allow the Cila-Munja to scale most vertical surfaces with ease and their razor-sharp claws are capable of slicing open even the thickest armour. Coated with an utterly lethal contact poison, these crab-like claws are the Gila-Munja's primary weapon, remaining potent for several days after the creature is dead.

Combat

The Gila-Munja are impressive combatants who always act in concert with one another. Using their unique climbing and hiding skills, Gila-Munja favour ambushing their enemies, where their lack of ranged weaponry is more than compensated for by their poisonous claws and sheer speed.
Darkvision: Using the infrared spectrum of light, the Gila-Munja can see just as well during night as in the day, to a range of 60 feet.
Chameleon Skin: The skin of the Gila-Munja is capable of changing colour to match its immediate surroundings instantaneously. The Gila-Munja receives a +10 racial bonus to all Hide checks.
Poisonous Claws: The crab-like claws of the Gila-Munja are coated with an extremely potent contact poison that can quickly overwhelm any living enemy. Gila-Munja poison is considered to be contact DC 14; initial damage 2d6 temporary Constitution; secondary damage 2d6 temporary Constitution.

Klegg

Large Humanoid
Hit Dice: 10d8 + 33 (78 hp).
Initiative: +38 (Dex).
Speed: 30 ft.
DV: 12 (-1 size, +3 Reflex).
Damage Reduction: 12 (combined natural and blast armour).
Attacks: Bite +12/+7 melee or klegg assault cannon +7/+2 ranged.
Damage: Bite 1d8 +5/6 or klegg assault cannon 2d10/6.
Face/Reach: 10 ft. by 10 ft./10 ft.
Saves: Fort +10, Ref +3, Will +4.
Abilities: Str 21, Dex 11, Con 16, Int 9, Wis 12, Cha 13.
Skills: Computer Use +1, Intimidate +5, Listen +3, Spot +3, Technical +1.
Feats: Sure Grip, Toughness, Weapon Focus (klegg assault cannon).

Climate/Terrain: As hired, or in ruined sectors and blocks.
Organisation: Solitary or squad (4-12).
Advancement: 11-12 HD (large); 13-15 HD (huge).

The kleggs are a race of alien mercenaries, made famous on Earth during the reign of the insane Chief Judge Caligula when they were used to pacify the citizens of Mega-City One in 2101. Kleggs take the appearance of giant sixteen foot bipedal crocodiles and are utterly savage, taking payment not in credits or groats but only in fresh meat. Their favourite contracts are generally those that involve the kleggs being hired to annihilate sub-species of creatures on distant worlds, being permitted to eat the sub-species as payment. Incredibly strong and carrying a lethal array of heavy weapons, kleggs are all but unstoppable in battle and the combination of their thick hides and blast armour make them practically impervious to small arms fire. After a mercenary squad was all but annihilated by Judge Dredd, most kleggs have vowed never to return to Mega-City One but some still dwell in ruined sectors and the Cursed Earth, having been left behind nearly twenty years before, and others will dare to set foot in the city if the payment is high enough.

Combat

Kleggs rarely engage in convoluted tactics and stratagems, as their brute strength and weapons ensure virtually no other race can withstand them in combat. Their loud, rasping voices announce the arrival of the kleggs and bring terror tot heir victims, something the aliens use in order to sow confusion amongst an enemy. A popular war cray is 'Klegg-Haiiii!' though they are also given to longer and altogether more poetic chants such as 'Meaty beaty, chop 'em neatly, death or glory, no retreatee!'

Klegg Assault Cannon

The assault cannon used by the kleggs is an extremely large weapon, having more in common with a street cannon than any other rifle. It is far too large and heavy for a human to use but perps able to procure one of these incredibly large weapons have been known to mount them on vehicles.

Black Market Cost	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Size	Weight	Type
85,000 cr.	2d10	6	-	x2	3	24	60 ft.	Huge	120 lb.	Projectile

Klegghound

Large Beast
Hit Dice: 5d10 + 8 (35 hp).
Initiative: +1 (Dex).
Speed: 50 ft.
DV: 14 (-1 size, +5 Reflex).
Damage Reduction: 8 (natural armour).
Attacks: Bite +7 melee, 2 claws +2 melee.
Damage: Bite 1d10 +4/6, claw 1d6 +2/4.
Face/Reach: 5 ft. by 10 ft./5 ft.
Saves: Fort +6, Ref +5, Will +1.
Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 10, Cha 11.
Skills: Climb +7, Spot +3, Wilderness Lore +1.

Climate/Terrain: Wherever hired with kleggs.
Organisation: Solitary, pair or pack (3-10).
Advancement: 6-8 HD (large).

The klegghounds are never far from their alien masters and areused to track, round up and slay any prey the kegs themselves are unable to capture. Muscular in build, these huge, reptilian dog-like creatures are renowned for their ability to track prey, not by smell but by taste alone. By consuming a possession of a victim or simply licking the road where tyre tracks have been left, klegghounds can relentlessly pursue their prey for many hours with a high degree of accuracy. Kleggs and their hounds tend to form tight bonds whereby the creature will follow its master's wishes almost intuitively though their animal intelligence makes them rather easier to fool when the kleggs are not around.

Combat

Klegghounds prefer to attack in great numbers, where their powerful build and superior close combat abilities will bring down almost any enemy. They are skilled at acting in concert with the kleggs themselves and are often used in frontal assaults of enemy-held positions whilst the kleggs lay down awesome amounts of firepower.
Track by Taste: Klegghounds can track enemies by taste alone. By tasting an item touched by an enemy, the hounds will be able to track him, as if they had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour the trail is cold.

Mutant

The Atomic War of 2070 devastated the heart of North America, creating the irradiated wasteland known as the Cursed Earth. Though countless millions perished and the wildlife was all but extinguished, the few survivors in scattered and isolated communities began to be affected by the constant radiation at a genetic level. Mutant humans and animals began to appear all over the Cursed Earth and quickly began to outnumber the natural species.

The judges of Mega-City One regard mutants as a serious danger to the genetic purity of citizens within their city and so mutants are exiled to the Cursed Earth whenever they are found and captured. However, Mega-City One represents a haven from the dangers of the wasteland for many of the mutants who camp nearby and so, every night, many wall hoppers make the desperate bid to enter the city. The judges stationed on the west wall of the city are ever-vigilant and so very few actually make it through. Those that do are usually rounded up and once again exiled to the Cursed Earth, only for them to try to gain entry later on. Citizens are still warned whenever approaching ruined sectors near the west wall, however, for many mutants wait in hiding, scavenging what they can from the refuse of the city in order to survive.

Deeper within the Cursed Earth, mutants form gangs of their own, ruthlessly preying upon each other and any 'norm' who has the misfortune to cross their path. Some of these gangs band together to form small towns, though such places are normally rife with crime and extremely dangerous to outsiders. Occasionally, the judges of Mega-City One will have call to visit such places on their patrols, either to capture a perp attempting to escape justice or simply to wipe out the mutant population in the rare cases where they become a threat to the city's interests.

'Mutant' is a template that can be added to any living creature. All of the creature's statistics and abilities remain unchanged, except as noted below.

Every mutant has 1d6 mutations. Mutations are rolled for randomly, using **Table 11-1: Mutation Generation** to determine which part of the mutant's body has become affected by each. If a GM has a specific mutant in mind that he wishes to create, he may simply choose which mutations he wishes to apply, rather than rolling randomly.

The effects of these mutations should have little to no effects in the game, as they will be largely cosmetic. However, a GM is free to apply his own rules to a living creature with more extreme mutations. For example, if a creature has a rough or hardened skin texture across its whole torso, the GM may rule that this grants the creature a Damage Reduction of 4. If a creature loses both of its eyes because of a mutation, it will quite naturally be blind (and unlikely to live very long within the Cursed Earth). The GM is the final arbitrator of what effects any given mutation has, assuming it will have any effect in the game.

If a severe mutation was rolled for the creature, consult **Table 11-2: Severe Mutation** to determine its effect.

Table 11-1: Mutant Generation

Mutated Body Part

1d20	Major Body Part	Specific Body Part
1-3	Leg	1-2 Pair of Legs, 3-4 One Leg, 5-6 Knee, 7-8 Foot, 9-10 Toes
4-9	Torso	1-2 Whole Torso, 3-4 Back, 5-6 Chest, 7-8 Stomach
10-12	Arm	1-2 Pair of Arms, 3-4 One Arm, 5-6 Elbow, 7-8 Hand, 9-10 Fingers
13-18	Head	1-2 Whole Head, 3-4 Neck, 5-6 Both Eyes, 7-8 One Eye, 9-10 Nose, 11-12 Mouth, 13-14 Both Ears, 15-16 One Ear
19-20	Severe Mutation	Roll on the Severe Mutation table

GMs are encouraged to use their common sense when applying the mutations generated to non-human creatures. For example, if a GM was to create a mutant triceratops, he should rule that any arm mutations apply to the forelegs of the dinosaur whilst leg mutations would apply to its rear legs.

Once the body part has been selected, roll on the Mutation table below to determine exactly what has happened to it:

Mutation

1d20	Mutation
1	Multiple body part (has 1d4 of them)
2-3	Body part missing
4-5	Body part increases in size (by 1d20 x 10%)
6-7	Body part shrinks in size (by 1d20 x 10%)
8-10	Body part deformed or twisted and useless
11-13	Body part has unusual skin texture or colour
14-17	Body part is of an animal (GM's choice of which animal)
18-19	Body part moves to be joined to another body part (rolled on table above)
20	Body part replaces another body part (rolled on table above)

Table 11-2: Severe Mutation

1d20	Severe Mutation
1	Animal Regression
2	Blindsight
3	Breathe Fire
4	Chameleon
5	Darkvision
6	Decreased Ability Score
7	Detachable Body Part
8	Hideous Irradiated Spawn
9	Hopper
10	Hypnotic Gaze
11	Increased Ability Score
12	Invisibility
13	Natural Armour
14	Natural Weapon
15	Poisonous Bite
16	Power Resistance
17	Psi-Talent
18	Regenerates
19	Resistant to Pain
20	Wings

Animal Regression: The mutant has regressed to a feral state, constantly raving and acting in an animalistic manner. Reduce his Intelligence to 2.
Blindsight: Using a combination of hearing, sensitivity to vibrations and echolocation, the mutant has no need of eyesight and can 'see' perfectly well in any environment, up to a distance of 30 feet. Mutants with blindsight tend to have atrophied eyes and very well-developed ears.
Breathe Fire: The mutant has a thin trail of smoke rising from its nose and mouth as it breathes and by simply exhaling, can breathe a sheet of fire at its enemies. In doing so, the mutant will inflict 1d4 points of fire damage for every Hit Dice it possesses on all targets within a 10 foot cone, ignoring Damage Reduction on living creatures. Targets may make a Reflex save (DC 12) to take half damage from this attack. The mutant may breath fire a number of times a day equal to half of its Hit Dice, rounding down.
Chameleon: No doubt having some gila-munja DNA within it, the mutant's skin constantly shifts colour to match its immediate surroundings. The mutant gains a +10 natural bonus to all Hide checks.

Darkvision: Its eyes swelling to three or four times their natural size, the mutant can now see in the infrared spectrum of light, registering nearby objects and creatures from their residual heat. This allows the mutant to see in absolute darkness up to a range of 60 feet.
Decreased Ability Score: The Mutant has a basic genetic deformity that has all but crippled it. A random ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma) permanently loses 1d6 points.
Detachable Body Part: Roll on the Mutated Body Part Table, re-rolling results of Severe Mutation. The mutant is able to detach this body part freely and painlessly. Once detached, the body part can operate normally under the mutant's conscious direction, up to an unlimited range. Note that this body part can only perform actions possible whilst attached - a detached arm, for example, cannot see but the mutant will be able to feel with it and use the hand to drag it around.
Hideous Irradiated Spawn: The mutant is a total aberration of nature, having been inflicted with multiple mutations that cause even other mutants to drive it off. Another 2d6 mutations are immediately gained.
Hopper: With dreadfully elongated legs, the mutant is able to outdistance many enemies and clear obstacles of great size in a single bound. The mutant's speed is increased by 30 feet and it gains a +10 natural bonus to all Jump checks. It is said that this mutation is the one that gave wall hoppers their name.
Hypnotic Gaze: The mutant's eyes are shining gold globes whose stare can dominate the will of any unfortunate to gaze into them. As a standard action, the mutant can gaze at any living creature within 30 feet. The creature must make a Will save (DC 15) or immediately come under the direct control of the mutant for 1d6 rounds. The mutant can command the creature to perform any action during this time, even those that may prove detrimental to the creature (such as leaping off a cliff or shooting itself). Only one creature may be dominated in this way at any one time.
Increased Ability Score: The mutant has received a genetic boost, making it far superior to others of its original species. A random ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma) permanently gains 1d6 points.
Invisibility: Through the use of supernatural powers, the mutant is able to turn invisible at will. During this time, the mutant gains total concealment, as described in *The Player's Handbook*. The mutant can turn invisible a number of times a day equal to half its total Hit Dice, rounding down. Each use of invisibility lasts for ten minutes. All equipment carried by the mutant turns invisible as well but any vehicles used will not.
Natural Armour: The mutant sports large, boney plates that protect the most vulnerable parts of its body. This gives the mutant a Damage Reduction score of 8. If the mutant already possesses Damage Reduction, use whichever amount is greater.
Natural Weapon: Taking the form of wickedly sharp claws or a large jutting horn, the mutant has been gifted with a permanent melee weapon. This weapon causes 1d8 points of piercing or slashing damage (GM's choice of which) that does not provoke an attack of opportunity when used.
Poisonous Bite: Elongated fangs within the mutant's mouth constantly drip with a potent poison. The mutant is immune to its own poison but it can have a marked effect on other living creatures. The mutant must make a successful bite attack in order to inject a creature with this poison, which will provoke an attack of opportunity and deal 1d3 points of damage if it does not already possess a bite attack. The poison is considered to be injury DC 12; initial damage 1d4 temporary Strength; secondary damage 1d6 temporary Strength.
Power Resistance: The mutant is almost a psychic blank to those who possess psi-talent and they find it exceptionally difficult to get a 'fix' on it and use their powers. The mutant has Power Resistance 10 + its Hit Dice. There are no outward signs of this mutation and so it may pass for a normal member of its species. Those with psi-talent, however, will instantly recognize the mutant for what it is as soon as they try to use their psi-talent upon it.
Psi-Talent: With a skull noticeably larger than the norm, the mutant has an out-sized brain that has developed a powerful psi-talent. The mutant is considered to have the psi-talent of a rogue psyker (see **Chapter 1: Characters in Mega-City One**), at a level equal to its Hit Dice.
Regenerates: The mutant possesses an incredible ability to heal damage it sustains almost instantaneously. All damage dealt to the mutant is considered to be subdual damage. In addition, the mutant heals subdual damage at an accelerated rate of *5* hit points per round. Severed body parts will grow back within a week, with the exception of the head, the loss of which will instantly kill the mutant. Fire and acid attacks may not be regenerated by the mutant and cause damage as normal. In addition, hit points lost due to starvation, suffocation or thirst may not be regenerated. Once unconscious, the mutant may be killed by a coup de grace attack, as described in *The Player's Handbook or* by decapitation.
Resistant to Pain: The mutant has a thick skin with an almost rubbery feel to it, enabling it to shrug off damage that could cripple other creatures with pain. The mutant permanently increases its hit points total by 50%. Any further additions to its hit point total (from going up a level, for instance) will also be increased by 50%.
Wings: Sprouting huge eagle- or bat-like wings, the mutant gains the ability to fly. It gains a fly speed rate of 60 feet. Mutants that already have the ability to fly will gain large and out-sized wings, increasing their fly speed by 30 feet.

Climate/Terrain: The Cursed Earth, occasionally; Mega-City One.
Organisation: Solitary or gang (10-100).
Advancement: As original creature.

Rat

Small Animal
Hit Dice: 1d8 + 1 *(5* hp).
Initiative: +3 (Dex).
Speed: 40 ft., climb 20 ft.
DV: 16 (+1 size, +*5* Reflex).
Damage Reduction: 0.
Attacks: Bite +1 melee.
Damage: Bite 1d4/1.
Face/Reach: *5* ft. by *5* ft./5 ft.
Special Attacks: Poisonous Bite.
Saves: Fort +3, Ref +5, Will +3.
Abilities: Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 7.
Skills: Climb +11, Hide +11, Move Silently +6.

Climate/Terrain: The Cursed Earth, the Undercity and ruined blocks.
Organisation: Solitary or pack (21-30).
Advancement: 2-3 HD (small); 4-6 HD (medium).

The mutant rats of 2124 are a terror to behold, for they can grow to huge sizes and bring down a fully grown human with ease when attacking in numbers. Believed to have mutated deep within the Cursed Earth after the Atomic War, mutant rats have become a plague both in the wasteland and within the darker regions of Mega-City One, where they scavenge and prey upon the weak. Their bite carries a dreadful poison that has mutated in potency along with the rats themselves. The typical mutant rat will grow to around two feet long, though specimens over twice this size have been reported in ruined sectors and Mega-City One's sewer system.

Combat

Mutant rats always attack in packs, inflicting dozens of poisonous wounds on their victims in a matter of seconds. Alone, they tend towards cowardice, though one should never be backed into a corner it cannot retreat from as this will likely result in instant attack.
Poisonous Bite: The incisors of mutant rats contain a terrible poison that can cause severe pain and even death. Mutant rat poison is considered to be injury DC 14; initial damage 2d6 temporary Constitution; secondary damage 2d6 temporary Constitution.

Sewer-Gators

Large Animal
Hit Dice: 6d8 + 24 *(5* 1 hp).
Initiative: +1 (Dex).
Speed: 40 ft., climb 20 ft.
DW 15 (-1 size, +6 Reflex).
Damage Reduction: 8 (natural armour).
Attacks: Bite +10 melee.
Damage: Bite 2d8+6/6.
Face/Reach: *5* ft. by 10 ft./5 ft.
Special Qualities: Blindsight 120 ft., submerged ambush.
Saves: Fort +9, Ref +6, Will +3.
Abilities: Str 23, Dex 12, Con 19, Int 1, Wis 12, Cha 2.
Skills: Hide +3, Move Silently +4.
Climate/Terrain: The Undercity and sewer systems.
Organisation: Solitary or colony (6-11).
Advancement: 7- 10 HD (huge).

The antiquated sewers and Undercity of Mega-City One are the home of fifteen foot long alligators who feed on sewerfish and any citizen who gets in their way, such as sewer maintenance men or the ill-fated Jimmy Tarbuck Block Survival Club. The sewer-gators are white and blind but their incredible senses of hearing and smell can detect the scent of fresh flesh over a great distance. The sewers are deep enough that 'gators can swim silently up on their victims undetected and then rush them, jaws open, decapitating their food in one bone-splintering crunch. Though maintenance droids have been reprogrammed to hunt down and kill the 'gators, a few smaller specimens have slowly found their way to sewer outlets leading into the city's extensive man-made canal system.

Combat

Sewer-gators are superb predators, lying in wait within dark pools and sewer outlets with only their eyes and snout above the water, taking the appearance of any other debris. When a living creature ventures too close, the gator will strike with lethal force.

Blindsight 120 feet: Though blind, sewer-gators are more than capable of hunting and tracking their prey through the use of scent and by detecting tiny vibrations in their surroundings. The sewer-gator can detect any object within 120 feet, regardless of visibility conditions, as if it could see normally. In addition, the sewer-gator need not make Spot or Listen checks to notice its prey.

Submerged Ambush: The sewer-gator is skilled at lying in wait for prey whilst partially submerged. The sewer-gator gains a +12 racial bonus to all Hide checks while submerged.

Troggy

Medium Humanoid
Hit Dice: 1d8 +1 *(5* hp).
Initiative: +1 (Dex).
Speed: 30ft.
DV: 13 (+3 Reflex).
Damage Reduction: 0.
Attacks: Club +0 melee.
Damage: Club 1d8/0.
Face/Reach: *5* ft. by *5* ft.15 ft.
Special Qualities: Blindsight 60 ft., light sensitivity.
Saves: Fort -1, Ref +*3,* Will +0.
Abilities: Str 10, Dex 12, Con 12, Int 7, Wis 10, Cha 6
Skills: Hide +3, Move Silently +3.

Climate/Terrain: The Undercity.
Organisation: Solitary, pair or tribe (3-100).
Advancement: 3-4 HD (medium).

The term 'troggies' originally referred to a secretive cult living deep beneath Mega-City One, intent on destroying the world above them. After the cult met its end at the hands of Judge Dredd, 'troggies' has come to refer to all the sub-humans living in the Undercity. Believed to have evolved from original inhabitants trapped in the old cities when Mega-City One was built on top of them, troggies have become adapted to their lightless environment. All but losing the ability to see, they can nonetheless sense their surroundings through a highly developed sense of smell and while physically weak, their large numbers can pose a threat to any daring to venture into the Undercity.

Combat

Troggies will attack any sentient beings they outnumber though will stay clear of the Undercity's more powerful denizens, such as sewer-gators. They swarm in around their prey, using their blindsight to gain a distinct advantage over intruders to their shadowy realm.

Blindsight 60 ft.: Though blind, troggies are more than capable of hunting and tracking their prey through the use of scent. Troggies can detect any object within 60 feet, regardless of visibility conditions, as if they see normally. In addition, troggies need not make Spot or Listen checks to notice their prey.

Light Sensitivity: Though their sight is almost completely useless, troggies remain highly sensitive to bright lights. Any troggy encountering a bright light source, such as a torch, flashlight or the sun, must make a Will check (DC 15) or immediately flee to the nearest darkness. Those that make their Will save will suffer a -2 penalty to all attack rolls while facing the light source.

Werewolf

Viewed as an urban myth by most citizens, werewolves are a rare but undeniable reality in the Undercity. Werewolves are a hybrid of man and wolf. Standing at around six feet tall, they grow a thick, shaggy pelt and wickedly sharp teeth in a distinctly canine muzzle. The initial transformation from humanoid to werewolf is initiated by contact with an exotic compound known as Cassidium, which has only ever been found deep within the Undercity. However, fully developed werewolves are also capable of transforming any victim who survives their bite in a matter of hours. Regular sweeps of the Undercity have reduced the werewolf population to virtually nothing but the judges are all too aware that it may only take a single animal to spread a new epidemic amongst the helpless citizens.

'Werewolf' is a template that can be added to any humanoid. All of the humanoid's statistics and abilities remain unchanged, except as noted.

Werewolves are created either through physical contact with Cassidium (a successful Fortitude save at DC 20 will resist the effect) or by being bitten by another werewolf (see below). Once infected the victim will transform into a werewolf within 1d6 hours. Once it begins, the transformation will take only 1d3 rounds to complete, after which the werewolf template below is applied. A humanoid who has become a werewolf can be reverted back to its original state (losing all bonuses and penalties detailed) by being injected with a neutralsing agent developed by the Justice Department and, so far, only available within Sector Houses.

Hit Dice: Change to d12. Another 2 Hit Dice are immediately gained.
Damage Reduction: Werewolves gain natural fur hide armour granting them Damage Reduction 4.
Attacks: The humanoid loses all of its original attacks and instead gains a bite attack that does not provoke an attack of opportunity.
Damage: Bite 1d8/6.
Special Qualities: Darkvision 60 ft.
Special Attacks: Infectious Bite.
Saves: Werewolves gain a +2 racial bonus to Fortitude and Will saves.
Abilities: The werewolf gains Strength +2, Dexterity +4 and Constitution +4 as permanent bonuses. Intelligence is permanently reduced to 3.
Skills: The werewolf loses all skills it originally had but gains a +4 racial bonus to Listen, Search and Spot checks.
Feats: The werewolf gains Improved Initiative but loses any feats it previously had.

Climate/Terrain: The Undercity.
Organisation: Solitary, pair or pack (3-20).

Combat

Werewolves are vicious in combat, seeking to close with their prey and rip them to shreds for either food or sport. When the werewolf pack grows small in number, their survival instincts come to the fore and so they will seek to merely wound victims with their bites with the aim of creating yet more werewolves who will automatically head for the pack.
Darkvision: Using the infrared spectrum of light, the werewolf can see just as well during night as in the day, to a range of 60 feet.
Infectious Bite: Any humanoid that suffers damage from the werewolf's bite attack must make a Fortitude save (DC 15) or be transformed into a werewolf itself within 1d6 hours.

Judge Dredd is a role-playing game like no other you may have played before. The setting of Mega-City One itself is vast, a sprawling megalopolis of 400 million citizens, every one of them a potential criminal who is as likely to assault his neighbour as say good morning. Into this, both GM and players are thrust and it is all too easy to get lost among the mile-high city blocks and convoluted road system. This chapter takes a look at how GM should present Mega-City One to their players, as well as giving ideas for conducting extended campaigns using the game system and where to go next after the players have rounded up a thousand perps or stolen a million credits.

Portraying Mega-City One

Mega-City One is immense and this is the primary factor you must endeavour to portray in the scenarios you run. Everything is BIG. Consider, for a moment, the largest city centre on Earth you have ever been to. Now imagine, soaring far above you, city blocks that are not merely hundreds of feet high but well over a mile. There are not just a few blocks like this but hundreds, all around you. Looking up from City Bottom, the sky is barely visible between towering blocks and is further blocked off by the intricate maze of roads, slipways and Meg-Ways that carry the city's traffic from sector to sector. Hovercars and sky truks zip overhead as thousands of other citizens mill about you, all pushing and jostling to get to wherever it is they are going. The only true solitude is to be found within your own apartment, within one of the mile high city blocks. Small wonder so many go Futsie every year.

The smallest shopping malls are multi-levelled affairs that dwarf anything found in the 21st century, whereas the road systems are suspended in the sky between city blocks and are jammed full of traffic moving at speeds of over 100 miles per hour - if it has not been halted in one of the eternal traffic jams that plague the city. Past disasters have wrecked huge swathes of the city and slain millions in their wake. Yet on every street corner, in every block and within every mall, you will likely find a judge, a ruthless law enforcer ready to spring into action at any time to clamp down on the slightest infraction of the judicial system. It may be a city of incredible technology and wealth but, overall, we are perhaps better off living in the real world.

In its entirety, Mega-City One is almost too big for the human imagination to deal with and getting this across to your players will be key in setting the scene for all your games. One useful ploy in achieving this is to concentrate on small details but set them within the context of the larger whole. The history and physical details of the immense city block the players are about to enter are generally not important in games of Judge Dredd, though the apartment they are breaking into should be described in complete detail. Judges in hot pursuit of perps in a stolen jugger need not know exactly what vehicles they are zipping past at high speed, nor where each slipway leads to - it is enough that they focus on the weaving jugger and the perps inside, possibly radioing in to their Sector House for support and a roadblock two miles down the Meg-Way.

It is also imperative that a GM puts across the feeling that something is always happening within Mega-City One, whether it directly concerns the players or not. In a city of 400 million people spread across much of the American eastern seaboard, there will always be crimes taking place, new crazes sweeping the sector and tragic events taking place on the Tri-D soap shows. Judge characters can have regular crime reports transmitted directly to their helmet radios while citizens will likely rely on the Tri-D and rumours to discover what is going on elsewhere in the city. A huge starliner may have crashed into the Kennedy Spaceport, killing and injuring thousands. Juves in one city block may have started wearing rhino suits as they mug oldsters in the hallways. A certain judge may be rumoured to be on the take and is currently under investigation by the SJS. Let your mind run away with you when coming up with such events as they may never directly affect your players and, in Mega-City One, if your imagination can conceive of something happening, it has probably already taken place at some point in the city's history.

The last thing to remember is that there is a sense of humour with the Judge Dredd comic strips but it is very dark and usually reflects events and circumstances in our own world. In a recent Judge Dredd story, the Cruise and Kidman city blocks were at the centre of a continuing block war. I am sure you can see the parallel there. In Mega-City One, drugs most certainly exist but they are quite unlike anything we may be familiar with in today's world – one of the most heavily proscribed substances is sugar. Another is coffee and judges work hard to stop the smuggling cartels bringing the filthy stuff into their city. In this way, Mega-City One can be set up as a parody of modern life where everything has been taken to excess and usually, made illegal by the Justice Department. You will never find cocaine smugglers in this game but the sugar runners are making a huge amount of credits at the expense of the citizens.

Locations & Maps

In a city where every city block contains pretty much everything a citizen needs throughout his whole life, players need not necessarily have to remember, or even be told to begin with, the location of the nearest kneepad stall or munce burger joint. You can simply assume they readily find a suitable place and will take just a few minutes to get there, whether by vehicle or on foot. When they start interacting with the citizens of Mega-City One and begin forming relationships with serious non-player characters, you will find they naturally gravitate to specific locations without too much work on your part.

Do not try mapping Mega-City One. Do not even try mapping a complete sector. People have tried it before and have gone insane. The multi-levelled nature of the city blocks and spaghetti-like road system is extremely complex and would require a high-powered computer to achieve successfully. For the purposes of the game itself, such maps are also irrelevant. You can safely assume that any city block is connected, at many levels, to its neighbours and to every block within several miles by zoom tubes, skedways, pedways and hoverports. Any citizen can reach pretty much anywhere in the city, given enough time. Judges on Lawmasters will be able to travel between blocks within just a few minutes. Though hideously complex, the transportation systems of Mega-City One work to a large extent.

Instead, maps should only really become necessary when you come to focus on the actions of the players. There is no need to map every level of a hundred-storey block but a diagram of the level the players are travelling to and a map of the apartment they are visiting will likely prove beneficial. You do not need to plot every connecting road within three miles as the players close in on a group of wreckers but the underpass in which they have halted traffic may be well served by a complete map showing their positions and those of overturned and burnt out vehicles.

In short, when describing what Mega-City One is actually like, simply detail what you need to and leave the rest to your imagination and that of your players. Anything else will likely be superfluous. The Judge Dredd scenarios due for release from Mongoose Publishing will demonstrate this approach fully if you require further guidance, as do the continuing comic strips of 2000AD.

Judge Campaigns

Judges are on duty at least sixteen hours each day and, beyond the enforcement of the Law, few have interests outside of the Justice Department. As such, there is no need to detail and play out every minute of the day in campaigns centred upon judges. Instead, you can assume the scenarios you play are snapshots of the daily life of the judges, focussing on the important and interesting areas, rather than playing out every minor tapper and pickpocket they arrest. To a judge, such minor duties are the foundation of their working life and hauling in a hundred creeps to the iso-cubes will be considered a normal day.

It is therefore perfectly permissible to start a scenario off with the judges arresting a perp on some minor charge before something interesting happens, as this is simply what they will be doing when the players are not 'in control' of their characters. Once the players are sitting around the gaming table, they take back control of their judge characters and can start finding out what has been happening in Mega-City One since they were gone. Players do not, of course, receive any experience points or other rewards for having just arrested these creeps, as this is the nature of their job. They may, however, discover information while questioning the perps that leafs on to a greater investigation.

Another common scenario tactic a GM can employ is the 'typical' patrol. Players will begin within their Sector House at the start of their shift, being briefed with the latest crime reports. They will be given a patrol route to follow on their bikes and be expected to uphold the Law to the fullest extent of their abilities and training. For example, you may have a briefing officer say the following to the players:

You will begin in Watching Bay 277-X-2 in the Madge Ciccone Lux-Block, a quieter part of the sector; but don't expect an easy ride - there have been some tensions between Ciccone bockers and the citizens of the Cherelynne High Rise. It is during the Graveyard Shift that all the loonies and crazies come out, so stay alert. There have also been reports of increased mutie activity outside the walls, so we don 't *know what you will face tonight.*

You will have a good view of Interzoom 47 and the surrounding roads from there, so deal with any traffic crimes you witness. Respond to any reports from Control and, when assigned, engage in a wide patrol of the surrounding blocks, up to a distance of six miles. If perpetrators go beyond this limit, call into Control and they will assign another team. We had two judges killed in the line of duty last night and I do not intend to have a bunch of rookies die on me on their first shift, so stay in the safe zone. If any of you gets killed or badly injured, you'll have to answer to me, understand?

Let Control know where you are at all times, and radio in whenever you have perps chained to holding posts waiting to be picked up. Remember; you can call for Back-up at any time hut resources tend to get stretched during the Graveyard Shift, so don't be surprised if you have to act alone in an emergency. Always use the right tactics and equipment for the job in hand. I do not want you walking hack into here at 0400 with a death toll of thousands on your hands. Any questions?

From this start, you can have your players sitting in the watching bay until they witness something that will potentially lead to a crime being committed. In Mega-City One, they are unlikely to be waiting for more than four or five minutes. Once they see a tap gang working the pedway or a speeding motorist weaving in and out of traffic, they can gun their engines, hit their sirens and the scenario begins. Having dealt with a number of more minor crimes, they can then discover a witnesses or some information that leads to the investigation of a far greater crime - perhaps perp runners systematically avoiding the attention of the Justice Department, alien smugglers or a plot to destroy an entire city block housing tens of thousands of citizens.

Get Them Thinking

One interesting ploy you can use against your players time and again to reinforce what life is like in Mega-City One is to introduce the occasional moral dilemma. As judges, the players are bound by the Law and, in theory, may not interpret it as they please. In practice, you can make this very difficult and so really get them thinking. For example, suppose a munce burger bar is in a shopping mall where a hundred young juves have rioted and are trying to loot the owner of his day's takings when the judges arrive. The owner is fending off half a dozen juves with a munce cleaver and minor injuries have been sustained on both sides. Now, technically, he is wielding an offensive weapon and has assaulted the juves. In today's world, it would be a simple case of self-defence as he was, after all, just trying to protect his livelihood. In Mega-City One, it is not so simple - did he provoke the juves in any way? Are the credits he takes from customers in a prominent place, possibly inciting the juves to robbery? Judges will very quickly come to understand that they cannot simply let citizens take the Law into their own hands at any cost and may well conclude the owner should have fled the scene as quickly as possible and left the judging to the judges. Particularly vindictive players may also decide that a health and safety check of the munce burger bar is also in order. Remember, everyone is guilty of something - it is just the extent of their guilt that must be ascertained.

Moving On

As play progresses and the judges advance in level, you can increase the level of danger they face, moving further away from the common perp and focusing instead on the greater threats to the city they are assigned to deal with. Each judge, of course, must still deal with common murderers, mutants and muggers but this gradually takes a back seat in a judge campaign as the characters become more capable and the action is centred on the most interesting things that happen to them - just as with the Judge Dredd comic strip itself. Judge Dredd does not truly save Mega-City One every other week and spends most of his time dealing with minor perps (in a suitably ruthless fashion). However, we as readers only see the most exceptional cases he works on, as there are only so many ways a compulsive thief can be made interesting enough to hold our attention. The same should apply to your own games. As the players become more comfortable with patrolling the streets of Mega-City One, so should you widen the action out and concentrate just on the most exciting events. Remember, a judge has had fifteen years of training - they are more than capable of handling themselves in their daily duties when the players are not around.

There will come a time, typically when judge characters reach 6th to 10th level, when the players will wish to specialise their judges into one of the divisions of the Justice Department. The key thing to remember here is that specialisation is not a right but a privilege, granted to judges by their Sector Chief - in other words, you. If you have a good reason to not let SJS judges, for example, into your campaign, there is no reason you should be forced into it by your players. You will find med- and tek-judges are harmless enough in any campaign and, indeed can give your players an extra edge in their investigations just as psi-judges do. SJS judges, however, can be difficult to integrate into a normal street patrol type campaign (though they can and do often work undercover) and Wally Squad judges almost impossible. If you choose not to have such prestige classes open to your players, announce your intention and simply use these specialist judges as non-player characters.

At the higher levels of play, when all the players have become senior judges, you can start having fun with the politics of the Justice Department. It is unfortunate, but not every judge remains true to the Law and the ideal of serving the citizens. More than a few become corrupted by power, especially as they advance in rank among their fellow judges. Not many such judges actually go forward to commit crimes (though it does happen) but they can serve to he an immense pain to the players who are just trying to solve their latest case or gain, perhaps, that promotion to the position of Sector Chief. In this way, you will be able to flesh out the Sector House itself and introduce all sorts of judge characters with whom the players can interact. Some will be helpful, others dedicated to the Law and a few will be out for their own gain and prestige. Though the players will spend most of their time on the streets you should aim to begin introducing other judge characters quite early on, perhaps by having them visit the Sector House tek-labs or meeting the same med-judge every time they call an ambulance.

Perp Campaigns

This is the default campaign type for all players opting for the citizen character class. By taking on citizen characters, players will give themselves almost the full scope of Mega-City One to play with and gain access to potentially every vehicle, robot and piece of equipment detailed in this rulebook. That is a lot of artillery, for any game.

However, as a GM you should constantly hammer into the players that citizen characters are by no means invulnerable. If 3rd level starting judges have to he wary when setting foot on to the streets, then 1st level citizens are just plain cannon fodder. The only advantage they have is that judges are a far more visible target.

Perp-based campaigns should always begin small, with little challenges and victories taking place as the players build their characters up. Even very tough 1st or 2nd level characters will he quickly reduced to negative hit points from a single handgun wound and so players will be forced to pick their targets carefully before rushing in with guns blazing. The first few scenarios should revolve around situations such as a small rival street gang of low level citizens encroaching into the minor criminal scams being set up by the players, protection rackets being set up in unfriendly neighbourhoods or possibly tap gang operations being conducted. At 1st level, citizen characters turning to crime really are small fry and must quickly learn that far larger fish exist in Mega-City One.

From humble beginnings, players who learn to think instead of automatically reaching for their guns at every opportunity will begin to gain hit points, special abilities, street gangs and, importantly, new equipment. It is the sheer diversity of options open to citizen characters that makes them interesting and exciting to play, even if they can never compete with street judges on a level-by-level basis. In game terms, a judge is a pure justice machine, able to withstand a great deal of damage while dealing a great more out. Citizens, on the whole have to he far more cautious.

Scenarios

To begin with though, start your players off with small, low-risk ventures. Having them in the employ of an underworld boss who belongs to a much larger criminal organisation is a good place to initiate a perp based campaign, as this affords the players some degree of protection from the Justice Department and other perps until they are ready to face the city on their own. Give them small jobs to do, handed down from their boss, taking a (tiny) percentage of the earnings each time. Such tasks may include ending the career of a rival perp, collecting extorted credits, transporting illegal items across the city or being present as bodyguards during potentially dangerous meetings between the leading lights of the underworld.

At some point, they are going to be transporting something of immense value to their boss – this could be the time they decide to break the relationship, steal the goods and go into the criminal business for themselves. This approach has the added benefit of providing a great nemesis as a plot device in future scenarios - the ever-present menace of their old crime boss who wants both reparations and revenge for what the players stole.

To a large extent, campaigns that feature the players as perps have a habit of writing themselves after a few gaming sessions. By the time players start gaining street gangs at around 6th level, they will likely have a wealth of small but growing criminal operations on the go. At this point, all a GM need do is work out what problems and dangers they will face in each gaming session as both the Justice Department and rival street gangs begin to close in on all sides and hurt the steady income of credits.

Facing the Judges

A single street judge can easily round up an entire group of 1st level citizens without breaking a sweat. For this reason alone, the Justice Department should take a backseat at low levels of play and players should be made aware that if they start a firefight in the middle of a busy shopping mall of a rival block, the judicial response is unlikely to take more than a few minutes. Even if they can make their escape in time, the ever-present Eye-in-the-Sky cameras arc going to make their continued liberty extremely difficult. Your players need to understand that if they are going to succeed in this game, they will have to start small and not draw too much attention to themselves. Once the Justice Department takes notice of their activities, it will be tough to shake the judges off. Just like real perps, really.

By the time they reach 3rd or 4th level, a group of citizens may be ready to meet their first judge head on, provided they are prepared and have enough weaponry. However, you must always make the first judge-slaying a group performs a really big event – this will be a watershed into the realms of the toughest perps within Mega-City One. You can have an immense amount of fun if the death of the judge was unintentional, in that he surprised the players and, facing a choice between shooting and spending time in the iso-cubes, they fire without thinking. They now have a dead judge on their hands (which will result in life imprisonment if they ever get caught), the Justice Department closing in on all sides and it will take a great deal of cool and calm thinking to survive. The players may slap themselves on the back after the event but, at that particular moment in time, they should be convinced they are all going to be spending the rest of their lives in the cubes. Your players will gradually learn that to survive in Mega-City One as a perp means keeping a very low profile with the Justice Department. If a perp's face ever gets recognised during a crime, it will not take long for fix MAC to crunch all the information in its memory banks to find his name and current place of residence. In such circumstances, the character will be well advised to have prepared a safe refuge far from prying eyes, for he may never he able to return to normal Mega-City One society. When players start to amass street gangs and followers, it is inevitable that their underlings will make mistakes and get themselves arrested. Running a street gang should be a process of extreme frustration for the players as they constantly work hard to spread their interests into new avenues of criminal activity, only to be constantly beaten back by rival gangs and the continual nibbling of the judges who seek to arrest the gang leader and smash the entire operation.

In general, players should not be seeking to take on the entire Justice Department until they are of very high level. Even staging a raid on a Justice Department armoury in order to gain access to high-powered weaponry that will flatten any rival street gang will take an extraordinary amount of forward planning. In such circumstances, you can really go to town - let the players purchase blueprints of the armoury from the black market, discover the defences and time the patrols around its perimeter. An entire gaming session may be spent planning such a raid, with the players being forced to wait until the next session before seeing whether all their plans will be successful or result in a long term within the iso-cubes.

Doing Time

Unless they are extremely careful and lucky, a player will sooner or later be arrested and sentenced to the iso-cubes. When this happens and they are put away for more than a few months (this will usually be the case, knowing the sorts of crimes players will be committing), the character can be presumed dead and a new one should be rolled up by the player.

However, a number of options still remain - in the Judge Dredd role-playing game, player character citizens never make Arrest checks. It is purely up to them whether they surrender or not and someone caught in a judge-slaying may well be better off taking his chances with a hail of heatseeker shells and pursuing H-Wagons. A perp collared by a judge may well rely on his Fool Birdie feat to get him out of trouble so long as there is no other evidence linking him to a crime. A surrendering perp may also rely on his street gang allies to free him from the holding post before the Catch Wagon arrives. Some may even plan a break from the iso-cubes - this has happened in the past but it is extremely difficult, not to say dangerous for those willing to help with the plan.

Campaign Variants

This rulebook focusses primarily on campaigns where players take the part of either judges or perps as they explore Mega-City One. However, those familiar with the comic strip in 2000AD may decide to expand their scenarios to include other types of characters in other types of campaign. In this way, the rulebook you are now reading may be used as a gateway to Mega-City One - a toolkit with which you can explore any facet of its society to create some truly unique scenarios and characters.

Doing so may take a lot more work for the GM and is certainly not recommended for newcomers to Mega-City One. For those willing to make the time and effort, however, some truly exciting and unique gaming sessions await. You should discuss with your players the type of campaign they all want to play before you begin planning and decide what will best suit your gaming group. You will find that a great many rules have been included within this rulebook to cover a wide variety of situations in variant campaigns. As GM, you will just need to tie everything together and create your own scenarios to support such games. Detailed below are a few ideas you can begin to explore after your players have tried regular citizen and judge characters.

Psi-Squad

Teams of psi-judges can often work together to complete tough investigations, normally of a paranormal nature. Players can easily create such teams by all rolling up psi-judge characters and you, as the GM, can then start playing radically different scenarios with which to test their abilities. Common perps are unlikely to hold much danger or even interest to the psi-judges and so they will begin their careers hunting down rogue psykers of varying levels of power, as well as the various supernatural entities detailed in *The Rookie's Guide to Psi-Talent.* Such teams may also be called into more mundane investigations where their psi-talent will be used to uncover evidence unavailable to street judges.

SJS Squad

This is always a fun campaign variant and you may find that your regular street judges form an SJS squad by all taking the prestige class at the same time. In such campaigns, your players will have little contact with citizens, other than where corrupt judges deal with them, and will spend much of their time traveling between various Sector Houses and Justice Department installations rooting out evil and corruption from within their own ranks. SJS squads will see relatively little combat action when compared to street judges but will have far more intensive investigations whereby they will attempt to uncover evidence of wrong doing of their fellow judges, who may well be far more senior in rank. One wrong accusation too many may end the career of a poor SJS judge and so the players will have to think fast and be very sure of their facts before presenting them to others.

Vigilantes

The players may enjoy enforcing the Law but find that judges are far too restricted in what they can and cannot do while out on patrol. They may even find judging perps too easy with all the equipment and back-up available to a judge! Such players are invited to try a vigilante campaign where they each take a citizen character (they need not all have the vigilante prior life) and attempt to bring Law and order to the streets of Mega-City One, enacting justice where the judges fail. This is likely to bring them into contact with some very stiff opposition from criminal organisations, though you may allow the players to start their own street gang of vigilantes, all dedicated to making the city a safer place to live.

Private Investigators

Related to the vigilante campaign, a team of private investigators can make for many interesting gaming sessions, with citizens employing the players in a wide variety of cases. This will appeal greatly to fans of the DeMarco PI comic strip and will provide for some tense situations whenever the Justice Department calls to make sure everything is above board and legal. Things can quickly become very complicated if the private investigators become involved with criminal organisations who pay extremely well but engage in all manner of illegal activities. As with the vigilante campaign, not every player need choose the private investigator prior life but at least one should.

Mutants

This can be an exceptionally tough campaign for players, particularly if it is set in Mega-City One where characters can be arrested and exiled into the Cursed Earth simply for *being* a mutant. Probably hiding out in the Undercity or one of the ruined and rad-blasted sectors, a group of mutants may involve themselves with criminal activities, where their special abilities may make them far superior to normal humans, or they may have more altruistic ends, attempting to make mutants acceptable in Mega-City One. This they may do peacefully or as a terrorist group. Either way, your players will be far more fearful of judges than in other campaigns.

Intelligent Apes

Ape-based campaigns can be a surprising amount of fun, particularly if your players adopt the stereotyped role of early 20th century gangsters that Don Uggie Apelino and his mob took. Most of the conflicts such groups will face will be among other apes who will no doubt be stronger and wealthier than the players themselves. Sooner or later though, the players will begin clashing with the altogether more organised human criminal elements and possibly the judges themselves. When this happens, they may find safety in the Jungle, so long as they have not alienated themselves from the rest of the ape population.

Narks

Narks can appear in two forms within the Judge Dredd role-playing game. The most common is as a non-player character informant for a player's judge character. However, by taking the prestige class in **Chapter 9: Life on the Streets**, any citizen can, potentially, become a nark though extreme caution must be advised.

Judge Campaigns

Once a judge acquires the Nark feat, he becomes entitled to an informant on the shadier side of Mega-City One society who will constantly keep him posted on the goings-on of many perps. By using the information the nark either volunteers or provides when questioned on specific subjects, the judge should be able to get an advantage during any lengthy investigations.

As soon as a player character judge selects the Nark feat you, as the GM, should immediately generate a suitable nark character, using the guidelines in **Chapter 9: Life on the Streets**. Such a character should be a 7th level citizen and a 1st level nark. From this point on, you can use the nark as a plot device, allowing him to come forward to relate all sorts of information to the judge that, if followed up, will likely result in the breaking of criminal activity and subsequent arrests. However, as a player uses a feat to gain a nark, you must always endeavour to demonstrate that having one is a bonus - if players ever get stuck during an investigation, allow them to visit their narks to gain possible leads in order to let them get back on track.

It should be noted that narks may not always be correct in their information - even Max Normal, Judge Dredd's own informant, has been known to be wrong on occasion. This could lead to some serious blunders by the Justice Department if the judges are not careful and so players should be wary about taking every piece of information on faith. In addition, if the criminal organisations who the nark is spying on ever learn of his connection with the Justice Department, they may well opt not to kill him but instead force him to feed the judges bad information. If the players are making a serious dent in the perp's operations, they may find themselves walking into a deadly trap when they were expecting some easy arrests. However, players should be fairly confident in the abilities of their narks. They should certainly get more right than wrong when passing over information.

It is fair to assume that a player's nark will increase in skill and ability as he continues to pass on valuable details on criminal activities. This is purely at the discretion of the GM, but a rough guide would be to increase the nark's character level by one for every two levels the player increases. These level increases should usually be taken in the nark prestige class but this is, again, up to the GM, not the player.

Perp Campaigns

In the course of an ordinary perp-based campaign narks should not be permitted for players as they can be incredibly destructive to the game. In a group where one player is clearly a nark, everyone is likely to get very paranoid instead of concentrating on the game and having a good time. If the nark is ever identified it is unlikely the character will last very long under the retribution of the other players.

There are, however, two situations where players may be allowed to take the nark prestige class. The first is in a very mature group interested in exploring the role-playing possibilities of such characters. This can provide for some very tense gaming and, indeed, several major films have featured such characters, but it is wise to talk this possibility over with your players before introducing it into your campaign. In many cases you will likely find your players refusing such a role, as they will wish to get down to the business of masterminding their expanding criminal empire. The second situation is where a player fully (and openly among the other players) intends to play both sides down the middle – he will pass on information to his judge, usually about rival perps, while keeping the Justice Department away from his own interests and even using the money he earns as a nark to fund them. Such players, however, would be well advised to watch their step very carefully. If they are ever revealed, perps from all over their sector will likely target them and if the Justice Department discovers their criminal activities, there will not be much that can save them from either a long stretch in the cubes or disappearing from the city altogether.

One final option to consider is, in secret, making one of the player's lieutenants a nark if a street gang is created. Players will naturally assume their lieutenants and gang members are loyal (if not completely competent) and so it may take them a great deal of time to narrow down the leak in their organisation. If they start accusing members at random, there may be some dire consequences for the morale of the street gang…

Experience Point Awards

The Judge Dredd role-playing game does not use the Challenge Rating of the d20 System in order to make experience point awards to players. Instead GMs should aim to award an amount of experience points at the end of each gaming session, based on how the players did and how much they achieved.

In general, players should earn 1,000-2,000 experience points for every gaming session they take part in, at your discretion. This allows for a fast and steady progression at low levels, where characters tend to be very weak, but also ensures players have to work very hard to reach the highest of levels where they can conceivably take on the likes of Judge Dredd himself.

The published scenarios for Judge Dredd provide a simple guide on how to award experience points after each gaming session but, in general, you should aim to give 1,000 points to each player. This can then be modified depending on how well you believe they fared. If, in a judge campaign, the players freed all hostages during a bank heist and managed to take all the perps alive, a bonus is very likely in order (perhaps even doubling their normal experience point award). If however, all the hostages and perps were mercilessly slain as the players waded in with Lawgivers on rapid fire, then a heavy reduction would be more appropriate - it is possible for the players to receive nothing if they are later reprimanded for their actions by their Sector Chief.

Other awards are possible as well through the experience point system. If a player is role-playing his character consistently well, again, a bonus is in order though it should be no more than 10% of his total experience point earnings for that gaming session – just enough for him to notice the difference.

Using this system, GMs will find they can reward their players for a wide degree of actions not normally covered in the d20 System and still retain control of the rate at which characters go up levels, thus allowing him to pace future scenarios in the campaign. Many GMs tend to give bonuses and penalties to players for individual actions. It is not always necessary to catalogue every little thing the player does but if anything remarkable, one way or the other, does occur, make a small note of it and adjust the player's experience point award at the end of the session accordingly.

Scenario Ideas

Now you have read the rules and understood what is required to run games of Judge Dredd, what next? Several complete scenarios are published for Judge Dredd and are available at your local games store. Sooner or later, though, you are going to want to write your own scenarios, tailoring them to be unique to your players and their characters alone. Detailed here are a few ideas to serve as a jumping off point for your own games.

Judge Campaigns

- One obvious way to devise scenarios for judges is to look at the sentencing list in **Chapter 8: The Justice Department** and simply evaluate which crimes your players have yet to come across! By combining two or more together, you can create an entire gaming session with very little work.
- Hostages are always a good way to put the brakes on players who enjoy solving everything with their Lawgivers and bike cannon. By placing a few innocent citizens in the vicinity of the perps, you can turn a straight, tactical manoeuvre on the part of the players into utter chaos as they try desperately to free the hostages without wracking up a huge bodycount. This is also, incidentally, a good time to have a senior judge placed in the player's patrol who is conducting evaluations on all street judges.
- Crazes sweep through Mega-City One every week but only the most famous (and dangerous!) tend to make it to the pages of 2000AD. Almost anything your imagination can devise could become a craze for the bored citizens of Mega-City One. However, you can often gain a lot of inspiration, as well as a few laughs from your players, if you parody the real world when dealing with crazes in Judge Dredd. For example, perhaps the citizens are starting to separate into two, potentially violent, factions in the continuing munce burger or Soycola wars…
- Once your players have performed a few street patrols, it may be time to start introducing more involved investigations as scenarios. The most successful perps learn to cover their tracks extraordinarily well and so the players may have to conduct pain-staking research and surveillance before they can gather enough evidence to arrest a crime lord. It may not be too surprising that at the end of such scenarios players usually feel a great deal more satisfaction than if they had been able to simply burst through the doors with their Lawgivers.

- Riots and block wars are an opportunity for your players to really cut loose and gain access to some major Justice Department ordnance that is not normally available when they are on the street. Let them have control of a small team of judges and maybe a Manta Prowl Tank and let them arrest hundreds of perps at once!
- After your players have attained the rank of senior judge, they will start to find greater responsibilities are placed upon them. This may be nothing more inconvenient than taking charge of a Hotdog Run or rookie evaluation but, if they have irritated any high-ranking judges in the past, they may discover that are assigned to Watch Commander duties, desk jobs and dead-end investigations, unless they have also cultivated some high-ranking friends.
- Every once in a while, judges from foreign cities and nations visit Mega-City One in order to gain valuable knowledge in the fight against crime. The players may be requested to escort such a visiting judge around the city during one of the regular patrols. This will give them the opportunity to learn about judges outside of their own city, as well as study some new equipment. The players may quickly find, however, that this new judge's tactics and methods of Law enforcement are wildly different from what they are used to. If you really want to irritate them, try giving the visiting judge diplomatic immunity as well.
- An outbreak of disease or rad-fleas can provide an interesting background to an otherwise standard street patrol. For added effect, you can have the disease sweep through the ranks of the Justice Department, causing the few judges left unaffected (including the players) to face all the perps of the sector on their own without the possibility of back up. Once the citizens realise what is happening, they will likely start tearing apart the city as they realise there is no Law to stop them, until they succumb to the disease themselves, of course.
- The citizens have had enough. Claiming that the judges are simply unable to protect them from the worst elements of Mega-City One's society, they take to the streets in force, determined to clean up all criminal activity they witness. The judges may have seen vigilantes before but nothing like in these numbers. You might want to have any arrested citizens point out that, surely, they have a basic right to defend themselves? As the judicial response becomes more swift and brutal in dealing with the large number of citizens joining in, the players may begin to question whose side is actually correct in this matter.

Perp Campaigns

- Citizen characters have few of the restraints that judges have to live by. If an enemy ever defeats the players (be he a judge or another perp) or steals something valuable from them, you can be sure they will be eager to seek revenge. By detailing the enemy's hideout or base of operations, your players will likely spend countless hours plotting his demise as they slowly move each element of their plan into position. If, however, the enemy is aware of their intentions, he may just make sure he is always one stop ahead of the players. In this way, a few bruised egos among the players can soon develop into an all-out underworld war as rival perps join sides or are hired to perform services designed to be harmful to the other side.
- Just as riots and block wars can be exciting for judges, they can provide great opportunities for perps. While some players may enjoy instigating and then taking part in a block war with the vast amount of weaponry they have been able to amass, wise perps may be taking advantage of the fact that most Justice Department resources are being spent trying to contain the mob, leaving other targets wide open…
- When planning a special operation, it may be suggested to the players that certain mutants in the Cursed Earth have special abilities and talents that could prove beneficial. Given the chance to enter Mega-City One, most mutants will jump at the chance but the players must work out how to keep their presence a secret, so as to avoid a long spell in the cubes.
- It can be bad enough having the Justice Department on your trail if you are a perp but a bent and corrupt judge is far worse. If the players encounter such a judge, they will soon find their credits disappearing as they are forced to make countless payoffs to him. There is little they will be able to do legally (they are perps, after all) and the bent judge can make their lives very difficult if they do not co-operate. The only way out may be to plan his murder but how can the players do that and not bring the entire Justice Department down on their heads?
- Once the players have sorted their street gang and criminal operations out, things may start to run a little more smoothly for them, as they watch a steady income of credits rolling in. This is a good time to make life a little harder for them. A new and previously unknown criminal organisation, far more powerful than any street gang they have yet seen, is moving into the players' territory. Taking over their operations and slaughtering gang members, the players must discover who is behind this organisation and take suitable steps to either defeat them or come to an 'understanding', if they are not to be driven out of the sector entirely.
- Possibly linked to the previous idea, you could introduce alien gangsters into Mega-City One. Possessing incredible technology and abilities, it is their intention to funnel the criminal proceeds of the entire city into their coffers. They can make a superb ally, or a dreadful foe, for any existing street gang.
- The players may be approached by an enemy of Mega-City One (such as an old East Meg One judge) and be promised huge rewards if they take part in an operation that could potentially bring the Justice Department to its knees. They may stand to gain an incredible amount but their actions will be nothing less than treason and may place them at odds with the likes of Judge Dredd himself!

Coming Soon

The Judge Dredd role-playing game is a fully supported games system with a plethora of scenarios, supplements and sourcebooks being prepared for your games. This rulebook provides everything you need to begin playing scenarios set within Mega-City One but, as every GM knows, you can never have too much information at your fingertips to inject more excitement into your gaming sessions.

The following are just a few of the expansions that are being written for the Judge Dredd role-playing game and will be available in your local games store soon. Each looks at a different part of the world in which Mega-City One is based, allowing your players to explore far beyond the walls of the city and even to alien planets far in space.

The Games Master's Screen & Mega-City One's Most Wanted: The Judge Dredd role-playing game introduces a lot of new rules to the d20 System and every GM needs to be on his toes. The official *Judge Dredd Games Master's Screen* provides all tables and weapon entries in a easy-to-read format, guaranteeing fast-paced action during a game, without resorting to constantly leafing through the rulebook. In addition, the GM's screen comes complete with *Mega-City One's Most Wanted,* a supplement detailing the most famous and notorious characters that have ever appeared in the comic strip. From Chief Judge Hershey and Judge Dredd himself to the Angel Gang and Johnny Kiss, all the necessary rules are provided for you to insert these characters into your own games.

The Mega-Cities: Starting off with Brit-Cit, the Mega-Cities series of supplements will cover civilisations all over the globe, making them ready for players to explore as either judges, citizens or simple tourists and explorers. Every megalopolis, from Texas City to East Meg 2 has its own culture, society, laws and regulations that govern the lives of all who dwell within their walls. Enjoy the relaxed atmosphere of Oz or gaze in wonder at the architectural might of Luxor City as you journey around the world of 2124.

The Rookie's Guides: A staple of the Judge Dredd role-playing game, the Rookie's Guides provide detailed information to expand your gaming experience in Mega-City One. Starting off with *The Rookie's Guide to the Justice Department,* each will add a new dimension to your games and countless options for your players.

2019: The first permanent moon colony is established by NASA and the European Space Agency. The site is first used as a science lab to study samples of Luna geology but plans were already underway to make it possible for the scientists to be joined by their families, living together in habitat modules connected by zipstrips to the main dome.

2020-2022: A trade war breaks out between America and the European Union over the price of *beefana,* a genetically-modified meatfruit. When the corporate feuds and international sanctions finally end, the European Union is close to bankruptcy and forced to sell its share of the Luna colony to America to pay off the massive debt sustained during the war.

2023: On the east coast of North America, over the top of existing cities such as New York, construction begins on the first 'mega-city,' a gigantic, futuristic metropolis designed to radically improve living and working conditions for all of Mega-City One's projected population of 350 million citizens.

2026-2028: Following an improvement of relations between America and the East European Enclaves (the former European Union), the Trans-Atlantic Tunnel is constructed beneath the Atlantic Ocean, linking Mega-City One to Great Britain.

2032: Crime levels in Mega-City One have increased dramatically. The American Senate agrees to implement emergency measures to curb the rising tide of anarchy by declaring martial law and introducing the 'judge system' based on plans formulated by Congressman Eustace T. Fargo. The judges are law enforcers with powers of life and death over the citizens, and with the authority to dispense 'instant justice'. The judges are slowly phased into service, initially working alongside the conventional police force. Congressman Fargo is made 'Chief Judge' of Mega-City One, answerable only to the president himself.

2045: US President Frankowski is assassinated by Vice-President Robert L. Booth, who engineers a campaign backed by huge bribes and blackmail plots to get himself elected into the White house.

2039-2047: Mega-Cities Two and Three are constructed along the North American coastlines. Though Mega-City Two will be self-governing, the third is to be jointly-administered by Chief Judge Fargo (MC-1) and Kerouac (MC-2) until a suitable candidate can be found to take on the responsibility of the third Chief Judge. Political in-fighting over the enviable job opportunity paralyses the American Senate. It rules that for the foreseeable future, Mega-City Three will remain a satellite state, something that enrages its 200 million citizens.

2058-2061: The Luna colony has ballooned in size far beyond its original design parameters and a new city must be built to safely house the growing population and industry. Luna-City One is built on Mare Imbrium to re-house all of the original colony's 25 million citizens, with room for another 30-40 million. Learning from the mistakes of the Earth Mega-City projects, a judge system is installed right from the very beginning, to be executed by delegated judges from all the American Mega-Cities with honorary members Mex-Cit and South-Am City. The Russian Federation, having provided building materials and cargo shuttles, also shares judicial duties. The original colony is turned into a museum to commemorate Earth's first offworld home.

2066: Advances in genetic screening enhance the process of selecting suitable new judge intakes from the Mega-City citizens. Human cloning techniques are perfected, allowing the greatest (and wealthiest) personalities in human culture to live multiple lives. The benefits of cloning also extend to the best Mega-City judges. Chief Judge Fargo will be the first of the judges to see his 'offspring' continue his work on the streets of Mega-City One. The first 'Fargo' clones are Joseph and Rico, the Dredd 'twins', who soon prove to be archetypal judge material.

2070: *The Great Atom War* - President Booth inadvertently starts World War Three in a bout of macho posturing. The Russian counter-strike devastates North America. Soon, 'copy-cat' nuclear wars begin across the planet between other feuding nations. Blame swiftly falls on President Booth, who goes into hiding. The mega-cities are protected behind experimental laser defence screens but outside, the Atom War has transformed Earth into radioactive wasteland.

2071: Chief Judge Fargo assumes command of the American Senate and organises a hunt for President Booth, locating him protected by an army of mek-troopers in Death Valley. A hundred thousand judges and mek-troopers are killed in the Battle of Armageddon but eventually the President is captured. Chief Judge Fargo is seriously wounded in the conflict but will only accept a minimum amount of medical care until he can fulfil his final duties to Mega-City One.

Biological weapons labs damaged by nuclear strikes release virulent poisons, both natural and man-made, across the planet. Millions die before high radiation levels manage to render the pathogens harmless. This phase in history will be remembered as the Great Germ War.

President Booth is brought to trial before a council of judges chaired by acting-Chief Judge Solomon. The president is sentenced to one hundred years suspended animation in Fort Knox. The judges dissolve the Senate and become the new governing body of America.

2072: Judge Fargo dies. Acting Chief Judge Solomon steps down to allow Judge Clarence Goodman to succeed him as the new Chief Judge of Mega-City One. Millions of homeless refugees from the American wasteland nicknamed the 'Cursed Earth' fill the three mega-cities to bursting. Massive building programs are started to try to relieve the burden.

2083-86: Mega-City Three demands independence from the other American cities and triggers the events of the Second American Civil War. Mega-Cities One and Two do not have the resources to sustain a major conflict so soon after the Atom War and accede to Mega-City Three's demands, granting it sovereignty. Mega-City Three renames itself Texas City and elects Judge Duke to be it's first Chief Judge.

2087: Judge Rico Dredd, the first of the Fargo clones, is sentenced to the Justice penal moon Titan on charges of corruption.

2094: The Trans-Atlantic Tunnel undergoes a refit. The largest of the six service plexes that line the tunnel is substantially enlarged and christened 'Atlantis'. This 'City Beneath the Sea' will be jointly governed by the judges of both Mega-City One and Brit-Cit.

2099: The Statue of Judgement is constructed to honour the bravery of the judges over the decades. A Justice Day Parade will now be held every year throughout Mega-City One. The Mega-City population now stands at a mind-boggling 800 million.

The Robot War - In the wake of a Justice Department referendum to outlaw all hi-grade robots, renegade construction droid Call-Me-Kenneth leads a revolt against his human masters. Judge Dredd defeats the rebel robot with the help of Walter the Wobot and other machines sympathetic to the humans.

Former judge, Rico Dredd escapes from Titan to Mega-City One to seek vengeance on his brother Joe Dredd, who caught Rico committing the acts that led to his incarceration. Years of hard labour on Titan have dulled Rico's reflexes - he is outgunned and killed by his brother. Controversy over allegations of cheating during the First Luna-City Olympics nearly triggers another war between Mega-City One and the Russian Mega-Cities.

2100: Mega-City Two is infected by the man-made plague 2T(fru)T, a survivor of the Great Germ War. When the crazed plague-victims barricade all of Mega-City Two's hoverports, Judge Dredd must lead an emergency land expedition across the Cursed Earth to deliver the vaccine. En route, Dredd discovers that ex-President Booth has been freed from suspended animation. Dredd sentences Booth to work for the farms that now surround Fort Knox for the rest of Booth's life. Dredd finally makes it to Mega-City Two and destroys the plague.

2100 - 2101: SJS Chief Caligula assassinates Chief Judge Goodman and appoints himself as the insane ruler of Mega-City One. Caligula makes a goldfish his deputy, hires an army of alien Klegg mercenaries to stop the citizens from escaping the city and charges the SJS with murdering any judge who opposes him. Judge Dredd returns from his Cursed Earth mission and teams-up with a group of academy tutors to overthrow the tyrant Cal. Judge Griffin is chosen as the new Chief Judge.

2101: The Doomsday Dogs, an army of mutants led by Father Earth, invade Mega-City One to blow up Power Tower. While the Justice Holocaust Squad 'plug' the volcano unleashed by Power Tower's destruction, Father Earth is eaten by an exhibit in the Alien Botanical Gardens! While investigating allegations of animal cruelty, Judge Dredd creates the Dredd Act of 2101, a blanket ban on animal experimentation. A monstrous swarm of mutant Cursed Earth spiders known as the Black Plague infests Mega-City One. It takes a nuclear strike to finally eradicate the deadly arachnids.

2102: An undead superfiend from another dimension called Judge Death makes his first appearance in Mega-City One. Death prornounces that 'life is a crime' and sets about murdering the entire population with his bare hands. The judges are able to destroy Judge Death's physical body. Psi-Judge Anderson then ensnares Death's spirit in her own body, which is then sealed in the miracle plastic Boing® to imprison Death (and Anderson) forever.

Dying Psi-Judge Feyy predicts dire consequences for Mega-City One in the year 2120 if Owen Krysler, the 'Judge Child', is not present to lead the City and meet the challenge. Judge Dredd leads a hunt across the galaxy for the Judge Child and his kidnappers the Angel Gang, Texas City cutthroats. The quest ends on the remote world of Xanadu where Dredd executes the Angels but then takes the decision to leave the Judge Child behind seriously concerned about Krysler's sadistic traits. Fink Angel, the last surviving member of the Angel Gang, sneaks into Mega-City One to murder the judges involved with the deaths of his family. Instead Judge Dredd puts the Fink in a cell within Iso-Block 666.

2103: Black Atlantic pirate Captain Skank kidnaps Mega-City One scientists and demands a ransom for their release or he will annihilate the City with nuclear missiles launched from an old American sea fortress. Judge Dredd defeats Skank and his crew, and rescues the scientists. Dredd discovers that Russian city East-Meg One is implicated in the plot. Tensions mount between the two city-states.

Juve graffiti artist 'Chopper' makes a bid for fame by defacing the Statue of Judgement with spray-paint to out-do the vandal antics of his rival the 'Phantom.' Judge Death escapes from his Boing® prison. Together with three other Dark Judges, Fear, Fire and Mortis. Death unleashes another round of mass genocide on the Mega-City population. Dredd and Anderson pursue the Dark Judges back to their home dimension of 'Deadworld' and use the psi-power of the tormented souls of those murdered by the Dark Judges to destroy them.

2103-2104: A number of isolated block wars escalate into all-out anarchy across Mega-City One and even the judges are affected. The origin of this 'Block Mania' is a chemical introduced into the City's water supply by East-Meg One saboteur Orlok. Judge Dredd tracks down Orlok and puts him out of action but it is too late - Mega-City One is now wide open to an East-Meg invasion!

The Apocalypse War - East-Meg One launches a massive nuclear strike on Mega-City One, crippling the judges by destroying their defences and then by turning the citizens against them with mind control devices. Judge Dredd leads the Mega-City resistance, executing Chief Judge Griffin for aiding the enemy, albeit under the influence of drugs. He next captures an East-Meg Strato-V craft and flies to Russia where Dredd's team capture a nuclear silo and fire on East-Meg One, breaking the Russian resolve and ending the war. SJS Chief McGruder becomes the new Chief Judge of Mega-City One.

The Judge Child, still exiled on Xanadu, resurrects Mean Machine Angel and pairs him with iso-block escapee brother Fink to kill Judge Dredd by using his cleaner and robot, Walter, as bait. Dredd defeats Mean Machine and the Fink falls foul of his own torture machine. This time, Dredd takes no further chances with the Judge Child and orders a nuclear strike on Xanadu.

2106: Judges Dredd and Anderson utilise prototype technologies to travel through time to the year 2120, following up the late Judge Feyy's prediction of a terrible catastrophe for Mega-City One. They discover that an entity called the 'Mutant,' a deformed clone of the Judge Child, has razed the city to the ground, replacing its populace with monsters and vampiric judges. Dredd and Anderson escape the future dangers (including a Dredd zombie) and make it back to 2106. Dredd travels to Xanadu to learn the true fate of the Judge Child whom he ordered nuked years before. Dredd learns that a sample of the Child's DNA was retained creating the genesis of the Mutant entity. Dredd kills the newborn Mutant before it has time to properly defend itself.

2107: The international powerboard competition Supersurf Seven takes place illegally in Mega-City One. The winner is the former graffiti artist Chopper but he must now do his celebrating in an iso-cube for participating in the race.

2108: Shojan resurrects the legendary entities known as the Seven Samurai to do his bidding in Mega-City One; agents of Shojan's plot to control all crime in the City. When Shojan sets the Samurai against the judges, Psi-Chief Omar sacrifices his life to defeat Shojan and the Samurai by amplifying his own psi-powers with a dangerous piece of equipment. Chief Judge McGruder blames herself for Omar's death and resigns, taking the Long Walk into the Cursed Earth. Judge Silver takes her place. A small unit of anti-judge protestors calling themselves the Democratic Tendency take over Channel 48 so Mega-City One may hear their demands for a return to democracy and free-rule. Judge Dredd executes the protestors.

2109: A huge demonstration takes place before the Grand Hall of Justice led by Gort Hyman, husband of one of the Channel 48 protestors killed by Judge Dredd. The Justice Department plant seeds of doubt and paranoia into the minds of the crowd which weakens the demonstration's integrity. Riot judges move in to break up the few hard-core protestors remaining

2110: Scrawler-king and Supersurf 7 champion Chopper escapes his iso-cube to take part in Supersurf 10 across the Pacific at Oz. Though Chopper loses the contest, he escapes incarceration by flying deep into the Radback. Simultaneously, the judges are attacked by an army of Mega-City judge-clones called the Judda, created by renegade former chief geneticist Morten Judd who wishes to rule Mega-City One. The judges use Judda technology to teleport a nuclear bomb into the Judda base inside Ayer's Rock in Oz. Morten Judd dies in the explosion. The remaining Judda are either killed or captured for study. One Judda, called Kraken, a clone of Judge Fargo, is inducted into the Academy of Law to undertake an accelerated training and reconditioning program qualifying him for a position within Justice Department.

2112: Mutant bounty hunter Johnny Alpha travels back in time from the year 2176 in pursuit of quarry hiding in Mega-City One. Judge Dredd confronts Alpha and opposes his time-travelling exploits, but Alpha escapes back into the future before Dredd can arrest him.

Judge Dredd is assigned Rookie Judge Kraken (formerly a Judda warrior) out on his Final Stage Evaluation test that will make or break Kraken's chances of becoming a full judge. Despite Kraken's faultless performance, Dredd decides to fail him. At the same time, Dredd takes the Long Walk into the Cursed Earth, tired of the personal doubts he has been harbouring about the morality of Justice Department for the last few years. When Dredd has left the City, Kraken is reinstated as a full judge. As a Fargo clone, Kraken is the ideal substitute for Joe Dredd, a symbol of law and order which must not be allowed to die.

Necropolis - The 'new' Judge Dredd is manipulated by the Sisters of Death, allies of the Dark Judges, into bringing the original four Dark Judges back to Earth. As his 'reward', Dredd (Kraken) is turned into a semi-undead servant for Judge Death. The Dark Judges use the Sisters of Death's terrifying psi- powers to cast a black pall over Mega-City One which transforms the judges into slaves of Death. The Dark Judges restart their never-ending task of purging the sin of life from the City. In the Cursed Earth, Joe Dredd is badly burnt by the Sisters of Death. Despite his injuries, Dredd survives and makes his way back to Mega-City One, certain it is in grave danger. Along the way he joins forces with ex- Chief Judge McGruder who is now psychologically unstable. Dredd, McGruder and Psi-Judge Anderson succeed in shattering the psychic bridge that allows the Sisters of Death to remain on Earth. Once the Sisters are defeated, the Mega-City judges are freed from their spell and able to quickly deal with the Dark Judges left behind. Joe Dredd executes Kraken. In Chief Judge Silver's mysterious absence, McGruder once more becomes Chief Judge. Joe Dredd is reinstated as a judge.

2113: A zombie appears in Mega-City One claiming to be Chief Judge Silver. Tests confirm his identity. Judge Dredd ends Silver's miserable existence, charging him with abandoning his city when it most needed him.

When the Mega-City citizens begin to demand en-masse for a referendum challenging the judges' right to hold power in Mega-City One, Judge Dredd supports their argument. He is opposed by many judges who fear that they will be ousted from the city. Judges Grice and DeGaulle make an attempt on Dredd's life to silence his controversial views but are discovered and sentenced to Titan. The official referendum goes ahead - incredibly, the judges are voted back into power leaving the pro-democracy parties speechless!

2114: *The Zombie War* – The evil future necromancer Sabbat travels back in time to rule the Earth of 2114. He raises the planet's buried dead and uses them as zombie armies to overrun the main population centres. Mutant bounty hunter Johnny Alpha makes another trip to Judge Dredd's era in search of Sabbat. He allies himself with the world's toughest judges to find and capture Sabbat but the mighty sorcerer proves too powerful for them. After annihilating half a dozen mega-cities to try to stem the zombie tide, the judges locate Sabbat in the Radlands of Ji. Alpha distracts Sabbat with mind tricks, giving Dredd the opportunity to decapitate Sabbat.

Judge McGruder authorises the introduction of robot judges called 'Mechanismo' to compensate for falling numbers of manpower. Right from the very beginning, the Mechanismos are proved to be unreliable, but too much money has been spent on their development to simply scrap the program. Further street evaluation continues.

2115: Judge Grice escapes from Titan and leads an army of ex-judges on a warpath to Mega-City One to destroy the judges and terrorise the citizens. Grice brings with him the Meat Virus, a bacterium discovered on Titan that feeds on living flesh. The judges are forced to temporarily abandon Mega-City One but Judge Dredd returns to challenge Grice. Grice is soundly defeated, crushed beneath the wheels of Dredd's Lawmaster.

2116: Judge Dredd attempts to shut down the controversial Mechanismo project. He is stripped of his rank and sentenced to 20 years on Titan. Dredd's ship lands on Hestia, the tenth planet in the Earth solar system so Chief Judge McGruder can try to sell Mechanismos to the local colonists. Setting off for Titan, the ship is sabotaged by a malfunctioning Mechanismo and crashes into the dangerous Hestian wilderlands. Dredd's badge is returned and he promptly destroys the robots before they can do any further damage. Chief Judge McGruder finally acknowledges the program is doomed to failure and once more resigns as Chief Judge. Back on Earth, McGruder is diagnosed with Alzheimer's disease and sentenced to euthanasia. Dredd sees to it that McGruder goes out fighting, taking her on one final mission into the Cursed Earth. Judge Hadrian Volt is elected as new Chief Judge.

2118: Judge Dredd's future zombie-self (brought back with Dredd from the year 2120) spontaneously reanimates on Luna-City One. The zombie is consumed by the desire to return to its original timeline but is destroyed by Dredd before it is able to do so.

2120: The Lawgiver Mk 11 comes into service. Unknown to Justice Department, the first examples of the weapon are rigged to detonate when Mega-City One's most powerful crime lord Nero Narcos sends a signal. Narcos has also engineered millions of robots to obey his commands.

2121: East-Meg agent Orlok captures Dredd and brings him to trial before East-Meg One survivors for the crime of mass genocide against the Russian city. Aided by Judge Anderson, Dredd outwits the East-Meg jury and returns to Mega-City One.

The Second Robot War - Nero Narcos begins his operation to rule Mega-City One. He turns the City's robots against their human masters and triggers booby-traps hidden inside the judges' Lawgivers, disabling many of the lawmen. In short order, Narcos defeats the judges and assumes leadership of Mega-City One. Judge Dredd and his team take control of one of the strato-freighters supplying Narcos with war droids. From there they transmit a shut-down code which disables all the other droids in the City. It is then a simple matter to pin Nero Narcos down and eliminate him. Chief Judge Volt commits suicide, deeply humiliated that Narcos managed to best him. The youthful Judge Hershey is elected as his successor.

2122: A Dredd-clone called Rico (named after Dredd's late clone-brother) requests transfer from Texas City to Mega-City One. Dredd takes the younger clone under his wing and grants Rico full eagle status.

2123: Ex-Space Corp trooper Armon Gill begins a crusade to eliminate citizens who openly criticise Justice Department. He is directed by Judge DeKlerk, head of the Special Operations Executive. Gill is captured and sentenced to a Cursed Earth work camp, but Judge DeKlerk's involvement goes undetected.

2124: The current year.

A

A&A: Aiding and Abetting.
APB: All Points Bulletin. Issued as a request for all judges within the area to aid in the hunt for suspects.
ARV: Armed Robbery with Violence.

B

Bat-Perp: Criminal who employs bat-gliders to aid in felonies. Bat-Burglars fly into apartments to rob them whilst Bat-Muggers dive onto victims to steal their possessions.
Big Smelly: The heavily polluted Ohio river, paved over during the construction of Mega-City One.
Black Atlantic Tunnel: The tunnel running under the Black Atlantic Ocean, connecting Brit-Cit with Mega-City One.
Biz-Cit: Businessman.
Blank: Psi-Div term for one who is able to shield his mind or avoid detection through psi-powers.
Blitzer: Assassin rigged with an explosive booby-trap which is triggered if the blitzer is captured.
Block War: All-out war between neighbouring city blocks.
Body Sharking: Illegal trade in living humans destined for medical experimentation or slavery.
Boinging: To Boing® in a public place.
Boomway: Multi-level Meg-Way.

C

Cadets' Rights: A law which grants judge cadets the right to settle disputes with fellow cadets via trial by combat.
Chowderhead: Drug-addict.
Chump-Dumping: Racket where criminals trick citizens into paying for vacations. Once the citizens are aboard the holiday transport, they are ejected at high-altitude or sold into slavery, leaving the Chump-Dumpers free to spend their ill-gotten gains.
Citi-Def: Citizen Defence Force. Home guard used to supplement the judges in times of crisis.
City Block: The most common form of mass-housing in Mega-City One, with an average population of around 60,000.
Code 99 Red: Judge in Distress.
Con-Apt: Connecting Apartment. Smaller than a city block and with better facilities.
Condo: Space Condominium. Domed space colonies anchored in high orbit over Mega-City-One.
Crockshop: Home for elderly, retired citizens.
Crossway: Pedway intersection. Also called a crosslink.

D

Dredd Act of 2101: Banned all forms of animal experimentation.
Dredd Syndrome: A phobia of judges suffered by hundreds of citizens, particularly of Judge Dredd, who symbolises Mega-City One Law.
Dredd's Comportment: Multi-volume rulebook for Mega-City One judges authored by Judge Dredd; standard reading at the Academy of
Drek: Garbage, rubbish. May also be used as a term of abuse towards another.
Drokk: Exclamation of surprise or anger. Similar expletives include crem, dok, grud and stom
Drugs: The highly-stressful 22nd Century has given birth to hundreds of designer drugs. The more notable include Adifax (anti-ageing serum derived from Stookie glands), Brainwipe, Chowder, Shanghai Express, Stanimene, Umpty (hyper-addictive confectionery) and Zzip. In Mega-City One, sugar and tobacco have also been outlawed.
Dult: Juve slang for an adult.
Dunk: A common pickpocket.

E

Eeziglide: Pedway conveyor-belt.
Exo-Men: Bank-robbers wearing exo-skeletal construction suits.

F

Fem-Gang: All-girl street gangs identified by their muscular physiques.
Filter: One-way exit or entrance to and from parking areas.
Flab-Fan: Follower of flab-sports.
Futsie: Victim of Future Shock Syndrome, a nervous breakdown caused by the strains of fast-paced 22nd Century life.

G

Geek: A fool or loathsome person. Other terms of abuse include bambo, flipoid gink, pencil-neck, puswad, scumsucker, spuggy and spugwit.
Graveyard Shift: Early morning period of duty (2300-0600hrs). The Sunday-Monday shift nicknamed 'Sunday Night Fever' is associated with the highest levels of crime for a graveyard shift.

H

Heister: Armed robber.
Holding Post: Construction regularly located through Mega-City One used to detain handcuffed perps until they can be collected by a catch-wagon
Hotdog Run: Cursed Earth evaluation undertaken by 12th year cadets or occasional units of rookie judges.
Hoverpark: Hover vehicle park.

J

Jimp: One who impersonates a judge for criminal purposes.
Judge's Code: Encrypted messaging system used by Justice Department.
Judge's Lane: Narrow road reserved for use by Justice Department vehicles.
Justice Central: The Grand Hall of Justice.
Juve: Pre-teen youth.

L

Lemming Syndrome: A mass compulsion for hundreds of citizens to suddenly throw themselves off tall buildings to their death.
Long Walk: Decision taken by a retired judge to take justice into the Cursed Earth or the Undercity, rather than teach at the Academy of Law.
Low-rise: Smallest Mega-City block, averaging one to two dozen storeys tall.
Lurkers: Tramps located in and around City Bottom who scavenge food and valuables from accident sites and victims of crime.
Lux-Apt: Luxury Apartment. Usually penthouse suites located at the very top of a city block.

M

MAC: Macro Analysis Computer. Justice Department's mainframe, located within the Grand Hall of Justice. MAC can override Barney, the City Hall computer, if circumstances warrant.
Median Strip: Protective barrier separating lanes of traffic.
Mega-Web: The 22nd Century Internet. Also known as the InfoMush.
Megger: Any long-time resident of Mega-City One.
Meg-Way: Mega-City One's largest road-network. Also known as a speedway or X-pressway.
Muggers' Moon: A full moon. Crime rates soar under the Lunar influence.

N

Nark: Judge's informant.
Norm: Mutant term for a normal human.

O

OAC: Old Age Citizen.
Organ-Legging: Trade in human body parts.

P

Parkarama: Ground vehicle park.
Ped-Hog: Unruly pedestrian.
Pedway: Pedestrian walkway. Pedway variants include subpeds (under pedways), pipeways (enclosed pedways) and zipstrips (linking city blocks and smaller interchanges).
Peeper: Citizen who works for Justice Department, eavesdropping on other citizens with hi-tech surveillance equipment.
Perp: A criminal.
Perp-Running: Organisations paid by wanted criminals to smuggle them out of the City, beyond the reach of Justice Department.
Pinky: Ape-slang for humans.
Plascrete: Hybrid plasteenkoncrete building material.
Plasteen: Highly versatile industrial material.
Polypropylop: Inexpensive construction material refined from Mega-City waste.
Pongo: A con-man.
Prankster: Practical joker who delights in causing maximum annoyance to his fellow citizens.
Pre-Atomic: Any building constructed before the Great Atom War.
Problem Block: City blocks reserved for antisocial citizens and their families. Also known as a segregation block.
Psyker: Criminal with psi-talent.
Public Health Act of 2087: Authorises judges to destroy any property on the spot which poses a significant health risk to the environment.
Punk: Hooligan between the ages of 16-25.

R

Random Physical Abuse Test: On-the-spot interrogation carried out by SJS on judges to discover any evidence of illegality.
Red-light Gang: Robbers who attack vehicles stopped at red traffic lights.
Rockcrete: Building material used in the construction of Mega-City One's pre-atomic city blocks. Newer structures are built with plascrete.
Rumble: Fighting between rival gangs.

S

S&S: Strip and Search.
Scrawler: Graffiti artist.
Section 59c: Crime Swoop. A judge has the authority to enter the home of any citizen at any time and conduct an extensive search for illegal substances or materials.
Section 59d: Crime Blitz. An organised search by judges, with interrogation teams in attendance.
Security of the City Act of 2071 : Permits the Justice Department to undertake any action, even one normally considered immoral, if it will safeguard Mega-City One's best interests.
Skedway: Highway also known as a flyover or overzoom. Variants include intersked (skedways junction), under- and oversked (reserved for public service traffic).
Sky-Rail: Monorail public transit-system made obsolete by the Zoom, though sections of the old network remain operational among Mega-City One's poorer sectors.
Slab Jock: A street judge. Also referred to as a 'helmet'.
Slabwalker: Prostitute.
Sleep Machine: The Total Relaxation Inducer is a machine which compacts a full night's sleep into 10 minutes. Though once used extensively, the Volt Reforms saw a new emphasis on natural sleep whenever possible.
Slipzoom: Narrow highway used to enter and leave skedways for lighter traffic.
Slowster: Vehicle travelling below the minimum speed limit.
Slummy: The lowest social classification in Mega-City society, the dregs of humanity.
Spont: Spontaneous Confessor; a citizen who suffers the compulsion to confess to crimes he did not commit.
Spug: A young punk between the ages of 13-16.
Spugbug: Nuisance vid-phone callers, usually participating in the party game of the same name.
Stacker: Inexpensive, one-night stay hotels crammed with tiny sleeping quarters.
Stookie Glanding: Illegal trade in the Stookie gland, repository of the miracle anti-ageing drug Adifax.
Superslab: Meg-Way which bisects Mega-City One from north to south.

T

Tac Group: Street judge units organised under a Watch Commander.
Tap: A mugger.

U

Umpty Bagger: Criminal who pedals the drug Umpty Candy.

W

Watch Bay: A way-by where judges can sit and study their patrol route for any visible signs of crime.
Watch Commander: All sector houses are divided into three duty-shifts - A, B and C-Watch. Watch Commanders are responsible for allocating street judge resources during a particular shift.
Way-by: Parking zone set at regular intervals along the main road-networks.
Wreckers: Gangs of armed raiders who target moving vehicles along backwater skedways. Also known as street pirates.

Y

YP: Young Perp.

Z

Zoom: Maglev train-system which replaced the sky-rail network in the late 21st Century.

JUDGE CHARACTER SHEET

CHARACTER _____ **PLAYER** _____
CLASS _____ **LEVEL** _____ **SECTOR** _____
HEIGHT _____ **WEIGHT** _____ **HAIR** _____
SEX _____ **HANDED** _____ **EYES** _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG

HIT DIE

DEFENCE

= 10 + DEX MISC

VALUE

ARMOUR TYPE	BODY SUIT UNIFORM
DAMAGE REDUCTION	6
NOTES	ELECTRICITY REDUCTION 4

	TOTAL	BASE	ABILITY	MISC	TEMP
FORTITUDE (CON)					
REFLEX (DEX)					
WILL (WIS)					

MODIFIERS

	TOTAL	BASE	MODIFIERS ABILITY	MISC	TEMP
INITIATIVE (DEX)					
MELEE (STR)					
RANGED (DEX)					

ATK BONUS:

LAWGIVER MK II

	STD EXE	A.P.	HEAT	HiEx	INCEN	RIC	GAS	STUN
DAMAGE	3d6	3d6	3d6	3d10	2d6	2d6	-	2d10
A.P	4	15	3	12	-	0	-	-
AREA	-	-	-	10 ft.	5 ft.	-	20 ft.	-
CRITICAL	19-20/x2	19-20/x2	19-20/x2	x3	x2	x2	-	-
RANGE	200 ft.	150 ft.	100 ft.	100 ft.	150 ft.	100 ft.	30 ft.	10 ft.
TYPE	P	P	P	P	P	P	G	E
RPD FIRE	3	3	3	3	3	3/Spec	1	1

AMMUNITION

STANDARD EXECUTION	A.P	HEAT	HiEx	INCEN	RIC	GAS
STUN SHOT ENERGY PULSE (RAPID FIRE 1)						

OTHER WEAPONS

WEAPON	ATK BONUS	DAMAGE	A.P.	CRITICAL	RANGE	TYPE	SIZE
BIKE CANNON		2D10	8	x2	300 ft.	P	L
NOTES RAPID FIRE 6(CANNON) / 1(FLARE)							
FLARE ROUND		1D6	0		300 ft.		
WEAPON	**ATK BONUS**	**DAMAGE**	**A.P.**	**CRITICAL**	**RANGE**	**TYPE**	**SIZE**
SCATTERGUN		2D4	0	x2	30 ft.	P	L
NOTES							
WEAPON	**ATK BONUS**	**DAMAGE**	**A.P.**	**CRITICAL**	**RANGE**	**TYPE**	**SIZE**
DAYSTICK		1d6	0	x2	100 ft.	B	M
BOOT KNIFE		1d4	1	18-20/x2		P	T
STUMM GAS		See Text	-	-	20 ft.	G	T
CYCLOPS LASER		4d10	20	x2	400 ft.	E	L

MAX RANKS = LVL +3 (/2)	CLASS SKILL	KEY ABILITY	TOTAL	MODIFIERS ABILITY	RANKS	MISC
APPRAISE ✓	N	INT				
BALANCE ✓	Y	DEX				
BLUFF ✓	Y	CHA				
CLIMB ✓	Y	STR				
COMPUTER USE ✓	Y	INT				
CONCENTRATION ✓	Y	CON				
CRAZE ✓	N	DEX				
DISGUISE ✓	N	CHA				
DRIVE ✓	Y	DEX				
ESCAPE ARTIST ✓	N	DEX				
FORGERY	N	INT				
HIDE ✓	N	DEX				
INTIMIDATE ✓	Y	CHA				
JUMP ✓	Y	STR				
KNOWLEDGE (LAW)	Y	INT				
KNOWLEDGE ( )	N	INT				
KNOWLEDGE ( )	N	INT				
KNOWLEDGE ( )	N	INT				
LISTEN ✓	Y	WIS				
MEDICAL ✓	Y	WIS				
MOVE SILENTLY ✓	N	DEX				
PERFORM ✓ ( )	N	CHA				
PICK POCKET	N	DEX				
PILOT	Y	DEX				
PROFESSION ( )	N	WIS				
READ LIPS	N	INT				
REMOTE VIEW	N	INT				
RIDE ✓	Y	DEX				
SEARCH ✓	Y	INT				
SENSE MOTIVE ✓	Y	WIS				
SPOT ✓	Y	WIS				
STREETWISE	Y	WIS				
SWIM ✓	Y	STR ★				
TECHNICAL	Y	INT				
TUMBLE	N	DEX				
WILDERNESS LORE	N	WIS				
	Y / N					
	Y / N					
	Y / N					

✓ CAN BE USED WITH 0 RANKS, ★ -1 PER 5 LBS OF EQUIPMENT

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EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CHRONOMETER	GLOVES	-	CLING NET	BIKE	1 lb.
4 BLEEPERS	GLOVES	-	RAD CLOAK	BIKE	6 lb.
BIRDIE LIE DETECTOR	U-BELT	-	FIRE FOAM	BIKE	1 lb.
BREATHALYSER	U-BELT	-	FLASHLIGHT	BIKE	1 lb.
2 HAND CUFFS	U-BELT	2 lb.	2 MEDIPAKS	BIKE	4 lb.
MEDIPAK	U-BELT	4 lb.	4 STREET RATIONS	BIKE	1 lb.
OVERRIDE CARD	U-BELT	-	LAWGIVER	BOOT	2 lb.
POLLUTION METER	U-BELT	-	BOOT KNIFE	BOOT	1 lb.
4 LAWGIVER MAGS	U-BELT	2 lb.	UNIFORM		12 lb.
LAWGIVER SILENCER	U-BELT	-			
2 STUMM ROUNDS	U-BELT	-			
8 HAND CUFFS	BIKE	8 lb.			
12 LAWGIVER MAGS	BIKE	6 lb.			
2 BIKE CANNON MAGS	BIKE	1 lb.			
SCATTERGUN	BIKE	6 lb.			
24 CARTRIDGES	BIKE	-			
4 STUMM GRENADES	BIKE	2 lb.			
3 HI-EX CHARGES	BIKE	2 lb.			
DAYSTICK	BIKE	3 lb.			
BINOS	BIKE	1 lb.			
CURRENT LOAD	66 lb.		TOTAL WEIGHT CARRIED	23 lb.	

FEATS AND CLASS ABILITIES

FEAT	EFFECT

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

LAWMASTER MK III

SIZE	Large
DEFENSIVE VALUE	14
DAMAGE REDUCTION	15
HIT POINTS	**20**
TOP SPEED	350 (Bike)
CREW	1
PASSENGERS	1

WEAPONS
TWIN LINKED BIKE CANNON

CYCLOPS LASER

CARGO	50 LBS

EXPERIENCE

TOTAL EXPERIENCE

XPS REQUIRED FOR NEXT LEVEL

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CITIZEN CHARACTER SHEET

CHARACTER _____ **PLAYER** _____
CLASS _____ **LEVEL** _____ **SECTOR** _____
HEIGHT _____ **WEIGHT** _____ **HAIR** _____
SEX _____ **HANDED** _____ **EYES** _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG

HIT DIE

DEFENCE

= 10 +

DEX	SIZE	MISC

VALUE

ARMOUR TYPE

DAMAGE REDUCTION

NOTES

WEAPON PROFICIENCIES

	TOTAL	BASE	ABILITY	MISC	TEMP
FORTITUDE (CON)					
REFLEX (DEX)					
WILL (WIS)					

MODIFIERS

	TOTAL	BASE	MODIFIERS ABILITY	MISC	TEMP
INITIATIVE (DEX)					
MELEE (STR)					
RANGED (DEX)					

WEAPON	ATK BONUS	DAMAGE	A.P.	CRITICAL	RANGE	TYPE	SIZE
RAPID FIRE:		**NOTES:**					
WEAPON	**ATK BONUS**	**DAMAGE**	**A.P.**	**CRITICAL**	**RANGE**	**TYPE**	**SIZE**
RAPID FIRE:		**NOTES:**					
WEAPON	**ATK BONUS**	**DAMAGE**	**A.P.**	**CRITICAL**	**RANGE**	**TYPE**	**SIZE**
RAPID FIRE:		**NOTES:**					
WEAPON	**ATK BONUS**	**DAMAGE**	**A.P.**	**CRITICAL**	**RANGE**	**TYPE**	**SIZE**

PRIOR LIFE AND BENFITS

MAX RANKS = LVL +3 (/2)	CLASS SKILL	KEY ABILITY	MODIFIERS TOTAL	ABILITY	RANKS	MISC
APPRAISE ✓	N	INT				
BALANCE ✓	Y	DEX				
BLUFF ✓	Y	CHA				
CLIMB ✓	Y	STR				
COMPUTER USE ✓	Y	INT				
CONCENTRATION ✓	Y	CON				
CRAZE ✓	N	DEX				
DISGUISE ✓	N	CHA				
DRIVE ✓	Y	DEX				
ESCAPE ARTIST ✓	N	DEX				
FORGERY	N	INT				
HIDE ✓	N	DEX				
INTIMIDATE ✓	Y	CHA				
JUMP ✓	Y	STR				
KNOWLEDGE (LAW)	Y	INT				
KNOWLEDGE ( )	N	INT				
KNOWLEDGE ( )	N	INT				
KNOWLEDGE ( )	N	INT				
LISTEN ✓	Y	WIS				
MEDICAL ✓	Y	WIS				
MOVE SILENTLY ✓	N	DEX				
PERFORM ✓ ( )	N	CHA				
PICK POCKET	N	DEX				
PILOT	Y	DEX				
PROFESSION ( )	N	WIS				
READ LIPS	N	INT				
REMOTE VIEW	N	INT				
RIDE ✓	Y	DEX				
SEARCH ✓	Y	INT				
SENSE MOTIVE ✓	Y	WIS				
SPOT ✓	Y	WIS				
STREETWISE	Y	WIS				
SWIM ✓	Y	STR ★				
TECHNICAL	Y	INT				
TUMBLE	N	DEX				
WILDERNESS LORE	N	WIS				
	Y / N					
	Y / N					
	Y / N					

✓ CAN BE USED WITH 0 RANKS, ★ -1 PER 5 LBS OF EQUIPMENT

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EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT

FEATS AND CLASS ABILITIES

FEAT	EFFECT

WEALTH AND CREDITS

VEHICLE

SIZE

DEFENSIVE VALUE

DAMAGE REDUCTION

HIT POINTS

TOP SPEED

CREW

PASSENGERS

WEAPONS

CARGO

PERP CONTACTS

EXPERIENCE

TOTAL EXPERIENCE

XPS REQUIRED FOR NEXT LEVEL

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

PSI-TALENT RECORD SHEET

PSI POWER POINTS

POWER RESISTANCE

MANIFESTER LEVEL

PSI-TALENT SAVING THROW

10 + ☐ **=** ☐ **+ Level of Power Used**

Cha Modifier

PSI-POWERS KNOWN

POWER	LEVEL	POWER POINTS	MANIFESTATION TIME	RANGE	TARGET	DURATION	EFFECT

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STREET GANG RECORD SHEET

STREET GANG NAME: _____

LEADERSHIP SCORE ☐

LIEUTENANT LEVEL ☐

GANG MEMBERS

1st LEVEL ☐ **4th LEVEL** ☐

2nd LEVEL ☐ **5th LEVEL** ☐

3rd LEVEL ☐ **6th LEVEL** ☐

MONTHLY INCOME ☐ Credits

GANG MEMBERS

NAME	NUMBER	CLASS	LEVEL	PRIOR LIFE	HP	INIT	DV	BAB	STR	DEX	CON	INT	WIS	CHA

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